POWER RANGERS™

ROLEPLAYING GAME

Adventures in Angel Grove

WELCOME TO
Angel Grove

ADVENTURE BOOK

RENEGADE GAME STUDIOS

IT'S MORPHIN' TIME!

Go Go Power Rangers!

Rita Repulsa's forces are attacking Angel Grove, as always, but this time something's REALLY gone haywire! People are missing from all over the city, Zords are on the fritz, and it seems like even Rita doesn't know what's gone wrong!

In this four part Adventure Series, your team of Power Rangers will solve a mystery that leads to places on which no human has set foot...yet!

Grab your Power Morphers and get ready: Angel Grove is depending on you!

This book contains everything you need to run an epic game, taking characters from Level 1 through 5.

- Complete rules for an epic four part adventure through Angel Grove and beyond!
- New Threats to fight and new maps for tactical combat
- Explore Angel Grove with a map of the Angel Grove metro, from Trang Canyon to Angel Pier.
- For use with your customized Power Ranger characters from any team, era, or your imagination!
- This adventure is recommended for 4-6 characters beginning at Level 1.
- Requires the Power Rangers Core Rulebook to play.

Let's go Rangers!

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MADE IN CANADA.

POWER RANGERS™

ROLEPLAYING GAME

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ROLEPLAYING GAME
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Adventures in Angel Grove

An Adventure Series for the Power Rangers Roleplaying Game

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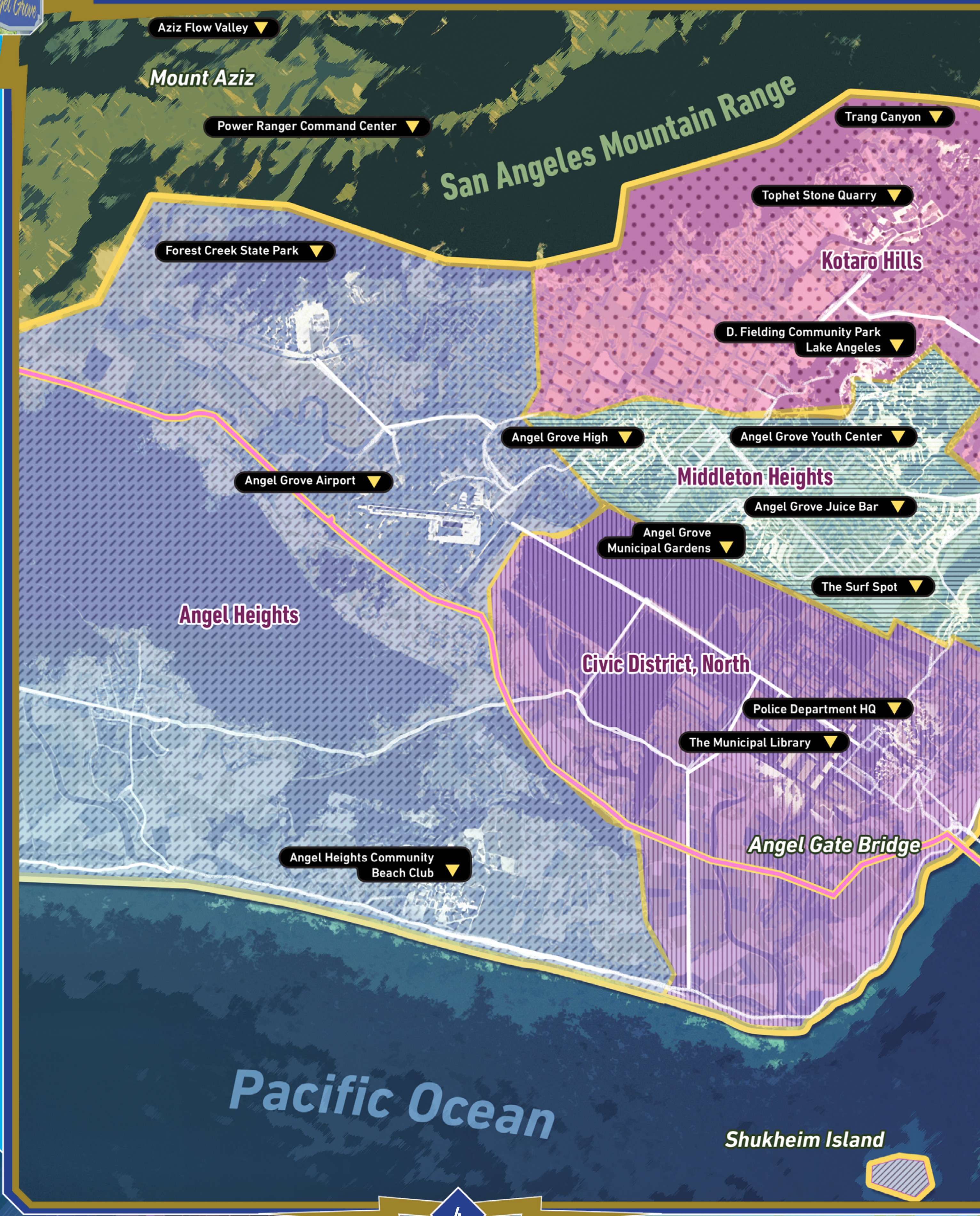
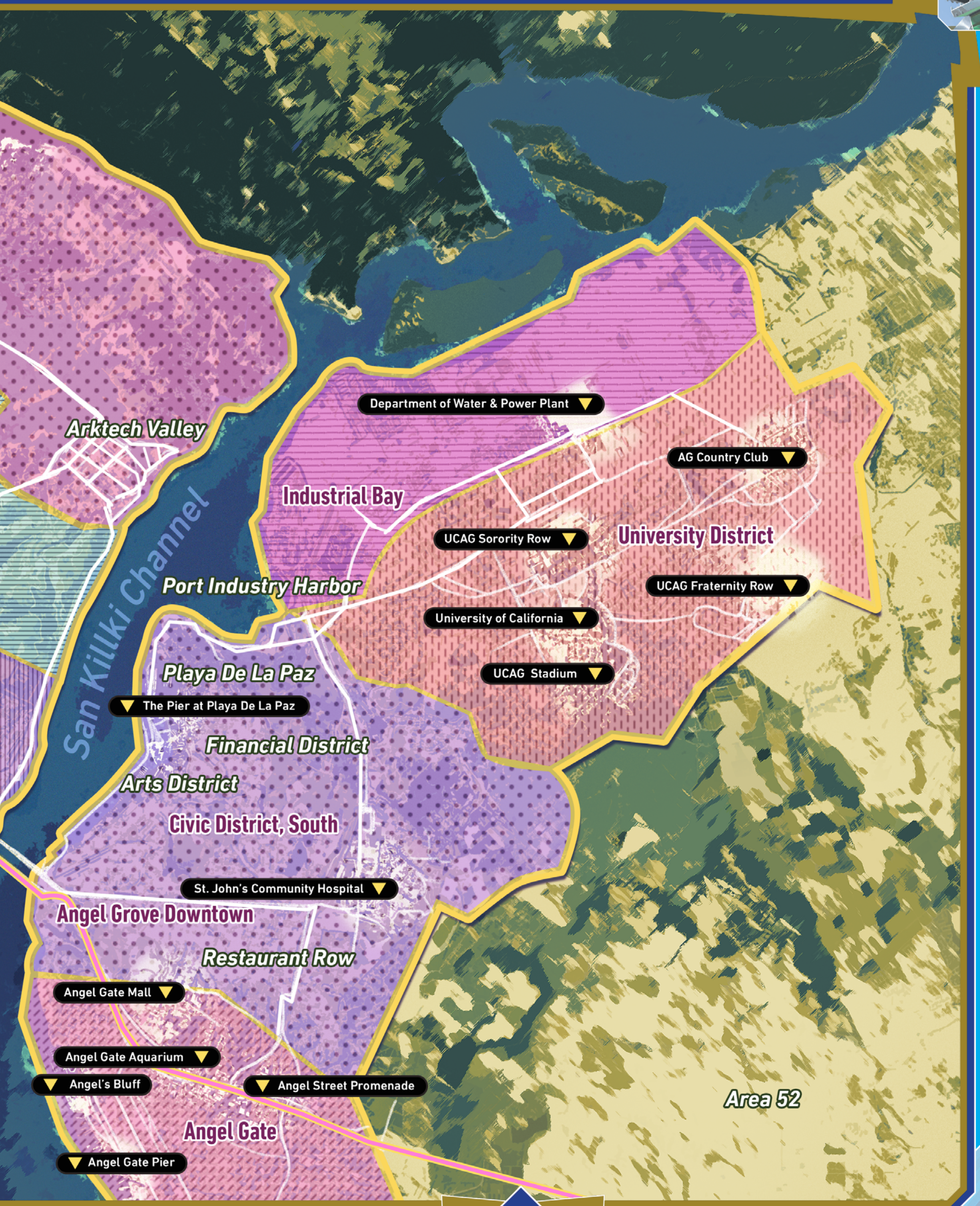

Aziz Flow Valley
Mount Aziz
Power Ranger Command Center
San Angeles Mountain Range
Trang Canyon
Tophet Stone Quarry
Kotaro Hills
Forest Creek State Park
D. Fielding Community Park
Lake Angeles
Angel Grove High
Angel Grove Youth Center
Middleton Heights
Angel Grove Airport
Angel Grove Juice Bar
Angel Grove
Municipal Gardens
The Surf Spot
Angel Heights
Civic District, North
Police Department HQ
The Municipal Library
Angel Gate Bridge
Angel Heights Community
Beach Club
Pacific Ocean
Shukheim Island


Department of Water & Power Plant
Arktech Valley
AG Country Club
Industrial Bay
San Killki Channel
UCAG Sorority Row
University District
Port Industry Harbor
UCAG Fraternity Row
University of California
UCAG Stadium
Playa De La Paz
The Pier at Playa De La Paz
Financial District
Arts District
Civic District, South
St. John's Community Hospital
Angel Grove Downtown
Restaurant Row
Angel Gate Mall
Angel Gate Aquarium
Angel's Bluff
Angel Street Promenade
Area 52
Angel Gate
Angel Gate Pier

WELCOME TO ADVENTURES IN ANGEL GROVE

Adventures in Angel Grove is an Adventure Series sourcebook set shortly after the events of *A Fool's Errand*, the introductory adventure in the **Power Rangers Roleplaying Game** Core Rulebook. If you are a player that has not played through that adventure or are planning on playing through this Adventure Series – STOP READING NOW; the rest of this book is full of secrets, spoilers, and twist events that are for GM's EYES ONLY.

This Adventure Series is designed to take a team of the **Power Rangers Roleplaying Game** characters from Level 1 to 5.

Gridquake!, the first segment of *Adventures in Angel Grove,* begins while the team of Power Rangers are getting acquainted with their new roles as Protectors of the Power. They are still rookies in the eyes of Zordon and the rest of the Power Rangers across the entire Morphin Grid, but they have proven themselves worthy of their calling. Alpha 5 teleports them to the Command Center for a brand-new mission.

Gridquake! is an adventure segment for 4 to 6 Power Rangers of Role Level 1 to 2 that puts the rookie Rangers in the middle of even more disappearances across Angel Grove – including the veteran Power Ranger team and their Zords! This is a disaster, but the rookies will need to rise to the occasion and figure out what's happening, because Rita isn't going to waste such a golden opportunity to strike!

Blasted from the Past, the second segment, is designed for the Power Rangers team – having just reached Role Level 3 and connecting with their Zords – traveling around the greater Angel Grove area to investigate mysterious happenings. Zordon cannot explain just yet what is happening, but the fabric of time and space as defined by the Morphin Grid is fluctuating in ways that defy logic or explanation. The Rangers must face elements of the past to learn how they might be able to save Angel Grove's – maybe the whole Morphin Grid's – future!

Dirge of the Dragonzord, the third segment of this Adventure Series, puts the newly Role Level 4 Power Ranger team – who have just encountered their first piece of interstellar technology as part of the temporal disturbances – on a new kind of hunt. It seems that Rita has taken advantage of Tommy Oliver's disappearance by sending one of her loyal lieutenants to scoop up the Dragon Dagger and take control of the mighty Dragonzord. Under

How Do I Put This Adventure into My Campaign?

While it is not necessary for the player team to have played through the Power Rangers Roleplaying Game Core Rulebook adventure, *A Fool's Errand*, the events in this Adventure Series are designed for players beginning at Role Level 1 or 2. If the team has played through *A Fool's Errand*, the events in this book take place just after Zordon was forced to ask a new group of Power Rangers-in-Training to investigate some kidnappings before stepping up to stop one of Rita Repulsa's insidious monsters.

Otherwise, this adventure series can serve as a first call to action for any new Power Rangers team as they step up and take the responsibility of protecting the Power. If playing in a setting where canon Power Rangers teams also exist, perhaps your new team is answering the call to action while the Mighty Morphin Power Ranger team – Tommy, Jason, Trini, Kimberly, Zack, and Billy – is off dealing with other issues. If this Power Rangers team no longer exists in your setting, any artifacts and Zords found by your players can instead be seen as remnants from a previous era; otherwise, feel free to eliminate the references to these characters entirely.

If your campaign doesn't include Zordon and you'd like to adapt this adventure series to your setting, you may do so by replacing him with any mentor of your choosing!

Rita's control, the Dragonzord is a credible threat to the Command Center itself, unless the new team somehow regains the Dragon Dagger and control of one of Earth's most powerful Zords!

The final segment of Adventures in Angel Grove, *Prism Prison Problems*, sends the Power Ranger team – now wielding their Role Level 5 benefits – to investigate the powerful mechanomantic energies that have been targeting Angel Grove. Following these energy signatures to a distant, hellish place normally watched over by another branch of the Morphin Grid's many heroes. Once there, it's up to the Power Rangers to finally put an end to this threat to Angel Grove and set a whole lot of wrong things right across time and space.

As long as the rookie Power Rangers accomplish their goals, fight the good fight, and do right by Zordon and the needs of the Morphin Grid, they secure their position as fully tested and proven Power Rangers – ready for the next exciting adventure!

What is an Adventure Series?

An *Essence20* Adventure Series is a self-contained sourcebook that leads a team of player characters through a series of linked adventures, from start to climactic finish.

The Series is designed to take the team from a starting approximate Role Level to a final finishing point, increasing their Role Levels accordingly as they progress through the story's many twists, turns, and obstacles. As they work their way through the ups and downs of the story being told through their actions and the actions of the NPCs all around them.

Each *Essence20* Adventure Series is written to be a standalone series of events, but can be used as a part of a larger campaign, or can be broken up by several smaller mini-adventures between its listed segments. Game Masters be aware however, each segment of an Adventure Series lists the approximate Role Level of player character team fits the threat levels of that segment – allowing the team to level up too much between segments makes things too easy when they return to the Series!

Content Warning

Part 4: *Prism Prison Problems* of this Adventure Series includes depictions of Horathi alien slavery and occupation and calls upon player characters to help release them from the Machine Empire.

Without giving away the plot of the adventure, Gamemasters should discuss lines and veils or any subject matter, such as slavery, with their players as part of their Session 0 for the campaign.

Part 1: GRIDQUAKE!

Angel Grove is being targeted by the forces of evil yet again – but this time is different. Something is causing the Morphin Grid itself to ripple and fracture, leaving behind disastrous effects in its wake. The Champions of the Grid need to call upon a special group of heroes, chosen beings with attitude and the will to use it for the side of good, to become Power Rangers and figure out how to set things right again.

Gridquake! is the beginning of a four-segment story arc that takes the Power Rangers team from investigating a few strange occurrences to beaming across the galaxy to save an unbelievable cast of personalities from across time and space itself.

In this segment of our adventurous tale, strange things have only just begun to happen around Angel Grove, but Zordon is wise and knows something bigger is afoot. Something that requires him to call upon fresh recruits to help shed some light on this little conundrum. The Rangers, once they have done as Zordon needed, are ready for their next adventure here in Angel Grove.

Rookie Rangers

This beginning adventure is for a team of Power Rangers who are generally new to their role in protecting the universe. They could have already played through the events that took place in *A Fool's Errand* introductory adventure in the **Power Rangers Roleplaying Game Core Rulebook**, or they could be brand new to things altogether.

Whichever the case, this adventure is for four to six Power Ranger player characters of Role Level 1 or 2. It is assumed, even if they have not played through *A Fool's Errand*, that Zordon has already called upon them to train as potential Rangers in the recent past.

Introduction

It is a normal summer day in Angel Grove, California. Beautiful weather, clear skies, and everyone spending their time throwing pool parties, stoking up cookouts, and playing frisbee in the park. The area surrounding the fairest city along the San Killki channel has seen its fair share of disaster over the years; from rampaging clay marauders and evil, animated pineapple-things to gigantic monsters that could level city blocks. But today, Angel Grove is ground zero to a completely different kind of threat.

On this fateful day, a gorgeous Saturday afternoon when half the city's residents are out having a great time, a powerful surge of energy blasts out from halfway across the Milky Way along the invisible pathways of the Morphin Grid, scratching its surface like nails down an interstellar chalkboard.

Here in Angel Grove, that energy wave hits like a hammer against an anvil, and the ripples that cascade outward cause a series of strange things to occur. At exactly 3:23 p.m., Angel Grove is struck by a wave of energy that causes all sorts of havoc for its inhabitants – both those aware and unaware of the city's importance to the Champions of the Morphin Grid.

This begins a chain of events that leads the team from being raw rookies to fully fledged Power Rangers fighting to repair the fractures of the shattered Morphin Grid.

Where Were You?

The adventure begins officially at 3:23 p.m. when the energy wave hits Angel Grove.

Have each player describe what their character is doing at that exact time. Whether they are enjoying the weather together at the park, working their part-time jobs, studying for summer classes, or

maybe even fulfilling some court-enforced public service hours on the side of the road – for those troublemakers with a heart of gold – they *all* feel the wave.

After getting the descriptions of what the characters are all doing, read or paraphrase the following section aloud:

> **It starts as a tingling on the back of your necks. The tingling grows into sharp pinpricks up and down your spines, spreading like pulses of lightning out from your centers to the tips of your fingers and down to your toes. The sensation grows and grows – until it washes over you all at once like a wave of ice water.**
>
> **Static fills your ears and a kaleidoscope of colors assaults your eyes. You have to slam them shut to keep out the visual noise of it all.**
>
> **The feeling passes, and you let your eyes peek open to regular, everyday, Saturday afternoon light. Looking around you, everything seems like good ole Angel Grove…**
>
> **…but something just isn't right.**

Each character should be called upon to make an **Alertness (Perception) Skill Test**, with a variety of specific bits of information being gained based upon the highest number the character reaches with their test.

DIFFICULTY ACHIEVED	INFORMATION NOTICED
5	One or two of the other people who were nearby have vanished.
10	All watches, clocks, and timepieces all have stopped at 3:23.
15	For the next few minutes, there is a microsecond echo on everyone else's voices.
20+	The grass is longer, food has spoiled, flowers withered, and other signs of time lapsing.

Just as the characters are figuring out that things are amiss in Angel Grove, so do the citizens that live in and around the area. One minute, someone is getting gas at the station, but the attendant is suddenly gone. Half the lions at the zoo were there one second, gone the next. More than a few traffic accidents happen in the minutes that follow the energy wave. It is a strange and messy time.

As Angel Grove begins to realize that things are off, people are missing, and the natural state of the world has been changed somehow, the people of Angel Grove begin to believe that they might be on the cusp of yet another monster attack the area is so infamous for. While it is not complete chaos, the entire populace of the Angel Grove area is erratic and confused.

The characters have however much time they want to explore this chaotic and confused Angel Grove, allowing them to understand just how widespread these strange happenings are. This also gives the characters a chance to get together as a team and discuss what they each have discovered or what they felt.

It Was the Morphin Grid, Wasn't It?

Whether or not the characters meet up and discuss, they should all have a chance to at least partially understand the energy wave that hit them, Angel Grove, and – unbeknownst to them – much farther away as well.

When you are ready to give the characters a chance at this information, or after they do a little investigating of their own, they should be allowed to make a **DIF 16 Technology (Grid Tech) Skill Test**. For each additional character discussing how they felt and what they have found out so far, the Skill Test should gain a ↑1 dice shift.

Success on this Skill Test means the character understands that – at least partially – the energy they felt hit Angel Grove came from the Morphin Grid. They know it was similar to how they felt the first time they Morphed, but twisted and almost painful. Should they achieve a Critical Success on this Skill Test, not only do they know this was concentrated Morphin Grid energy but that it also was polluted by another kind of energy they have never felt before.

Calling All Rangers!

Not long after they begin to piece together what hit them, the team's wrist communicators chirp with incoming an incoming message from the Command Center:

> *Ay yi! Calling all Power Rangers! Calling all Power Rangers! You are needed at the Command Center as soon as possible. I will trigger the beta beam for you in five minutes, so find someplace private and get ready. Zordon needs to see you, Rangers. Hurry! Ay yi yi!*

Just as Alpha 5 promises, the beta beam homes in on the Rangers' wrist communicators in five minutes' time – no matter where they are at that moment. The beam envelops them in a sheath of Grid energy the same color as their chosen Role on the Ranger Spectrum and teleports them to Zordon's Command Center out in the mountains.

This is where their adventure truly begins…

Power Ranger Teleportation

While technically capable of teleporting from anywhere (or any*when*) touched by the Morphin Grid, the Power Ranger team does not have free and unlimited access to the Command Center's teleportation system. Whether it is due to their relative inexperience, Zordon's worries about the overall state of the Grid, or simply internal inconsistencies and malfunctions caused by the energy surge, Alpha 5 has only limited permission to teleport the team.

These teleportation moments are specifically noted in the adventures' text, and are primarily only to and from the Command Center. All other team travels are their responsibility, and probably through public transportation, personal vehicles, or maybe even on foot. Essentially, teleportation only happens when Zordon deems it necessary.

M.I.A.

The Rangers are summoned to the Command Center to discuss the strange and chaotic aftermath of the energy wave that just hit Angel Grove. There is much more happening than even what Zordon is aware, and through this adventure segment of *Adventures in Angel Grove*, the Power Rangers begin to discover the clues they ultimately need to take the next step toward ending a new threat to their not-so-quiet community.

At the Command Center

The team is no stranger to visiting Zordon's Command Center, but there should still be a feeling of wonder and amazement when they appear suddenly in the center of the cylindrical Power Ranger compound. Amongst all its many computer consoles, crystal terminals, and coruscating energy conduits, there floats the massive containment field that holds Zordon's energic consciousness.

In the middle of it all, waiting for the Rangers to arrive, is Zordon's robot assistant, **Alpha 5**.

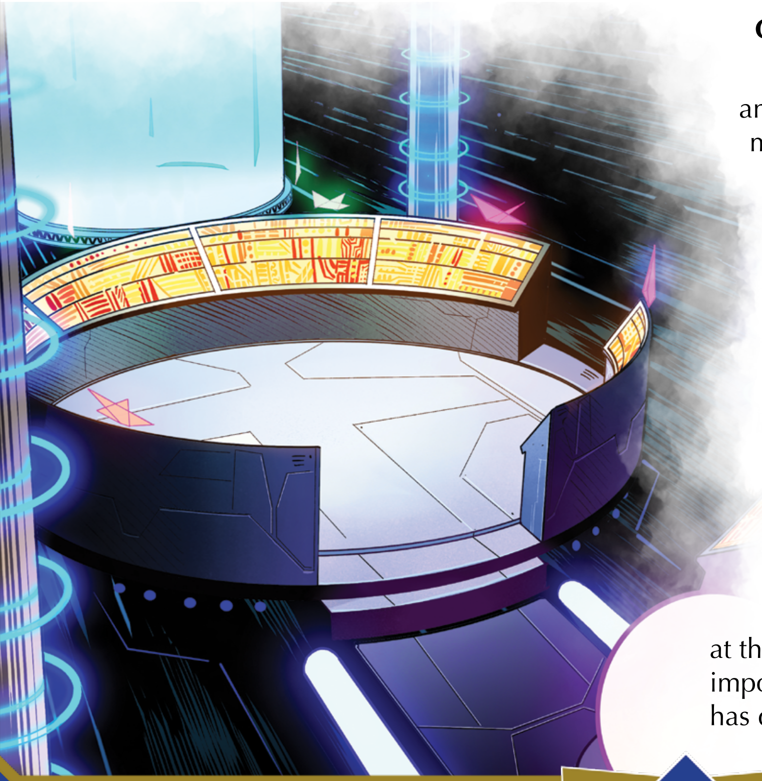
Before Alpha 5 turns to address the newly arrived Power Rangers on the beta beam teleport platform in the center of the chamber, they get a momentary chance to look around the Central Chamber and notice a few things on the monitors.

Each character makes a **DIF 12 Alertness Skill Test**. Blue Rangers, due to their energy's connection with the technologies of the Morphin Grid, gain a ↑1 dice shift on this test from being drawn to the spectrographic Grid location matrix.

Success on this test reveals several monitors on the far console are displaying the following locations: an empty apartment, a gas station surrounded by fire trucks, a topiary garden filled with flowering bushes, a crowd of teens and young adults in front of Ernie' Juice Bar, and a wind-whipped scene on a rocky mountainside.

Once the monitors are described to the perceptive Rangers, Alpha 5 runs over to address them. Read or paraphrase the following to the players:

> *Ay yi yi! Rangers! A powerful Morphin Grid energy surge has struck nearby, and weird things are happening all over Angel Grove! If our readings are even close to correct… this is just the beginning! People are disappearing all over the city, and we need you to figure out whatever Rita and Zedd are unleashing on Angel Grove, and fast!*



Questions and Answers

After Alpha 5's quick and energetic explanation, the Rangers probably have a number of questions about what is going on.

The team might ask these questions of Alpha 5 naturally, which results in his answering in the following ways. As the GM however, you can ask the Rangers to make **DIF 12 Alertness Skill Tests**, if you'd like, with each successful Ranger getting the inclination to ask one of the following questions:

Q: What does Zordon think of all this?

A: Zordon is checking with other monitors of the Morphin Grid across the universe right now, but he seemed VERY worried when the energy wave first hit!

Q: Do we know if anyone missing might be specifically targeted by Rita and Zedd?

A: Except for the primary Power Rangers possibly being counted among them, it seems very random.

Q: Has there been any other adverse effects from the energy wave?

A: A few, but Zordon is checking those out and will get back with us as soon as he figures out what happened.

Q: We felt the energy wave hit. Is it dangerous to us?

A: Not directly. So far it seems that the energic properties of the wave either took hold or they did not. Since you are standing here with me, you must have been spared.

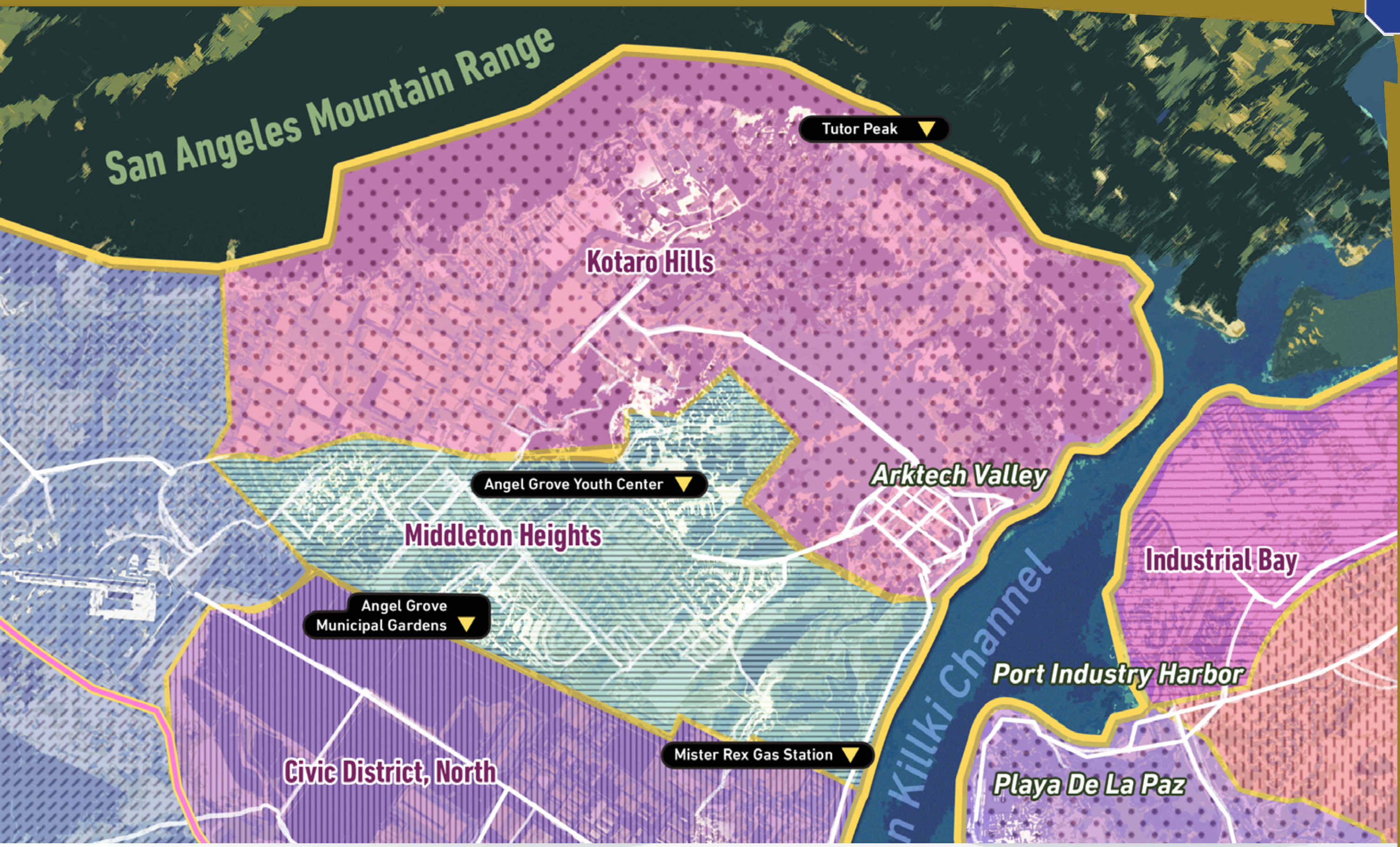
Q: How big of an area did the wave hit?

A: We are monitoring areas as far as Tutor Peak and the ocean shore, but Zordon feared that it may have been part of something much, much larger. Right now, there is no way to tell.

Q: Who all is missing? Anyone we know?

A: Yeah! For starters, Jason Scott Lee, our primary Red Ranger, vanished from his apartment. I've been monitoring over there since we noticed. There, and a few other places that have been affected the worst by the wave.

If they haven't already noticed or discussed the locations on the monitors yet, Alpha 5 does so now. Each of these greater Angel Grove locations represents a major incident that has caused a priority alarm at the Command Center – one that might have important information about what the energy wave has done to the area.


San Angeles Mountain Range
Tutor Peak
Kotaro Hills
Angel Grove Youth Center
Middleton Heights
Arktech Valley
Industrial Bay
Angel Grove Municipal Gardens
Killki Channel
Port Industry Harbor
Civic District, North
Mister Rex Gas Station
Playa De La Paz

The locations are as follows: **Jason Scott Lee's Apartment**, the **Mister Rex Gas Station and Thrift Mart**, **Angel Grove Municipal Gardens**, **Ernie's Juice Bar**, and **Tutor Peak**.

If the Rangers do not offer to go check out the locations of their own volition, Alpha 5 should bring up the idea.

Energic Analyzer

As soon as the team decides to investigate the locations of interest, Alpha 5 makes sure a Blue Ranger – or alternatively, the Ranger with the highest Skill Ranks in Technology (Grid Tech) – is given a small, handheld device that looks similar to a cellular telephone, but topped with a pair of small power crystals. This is the energic analyzer, a piece of basic Grid Tech that allows a character to scan a localized area for Morphin Grid energy residue; effectively a high-tech divining rod for Grid energy.

Alpha 5 also explains that the more information the analyzer can gather about the disappearances, the more likely the quantum computers at the Command Center can figure out what is going on – hopefully before Rita and Zedd spring whatever vile trap this is a prelude to!

Using the Energic Analyzer

In the following scenes, the Rangers can use the energic analyzer to scan important items (Jason's couch) or spaces (where Susanne was pumping gas) at to gather the data the Command Center needs to further home in on what is actually going on – or at least the first big steps toward understanding the energy wave.

To use the device, one or more Power Rangers must bring it to within five feet of the item or spatial area being scanned and succeed in a **DIF 10 Technology (Grid Tech) Skill Test**. Failure lights the crystals up a bright red and means the device learns nothing and rejects the scan as 'polluted.' Success causes the crystals to flicker green and download 10% of the energy wave data needed.

The following sections provide greater detail for the locations being monitored. Alpha 5 uses the beta beam to teleport the team to the first location they want to visit on the list, but from there on out, it's up to the team to travel between the various locations to scan them with the analyzer.

The goal for the team is to gather 100% of the data needed and then return to the Command Center for Alpha 5 and Zordon to fully investigate it.

Jason's Apartment

Jason Scott Lee, once Angel Grove's primary Red Power Ranger and leader of the local team, lives in a small, four-story walk-up apartment in downtown Angel Grove – A413 Harrison, to be specific. It is a brown brick building surrounded by small shops on three sides and a dumpster-lined alley on the fourth. The bottom ten feet of wall is decorated with a variety of graffiti murals and tags added by local youth, including a highly stylized image of the Megazord fighting against Goldar.

If teleporting to the location, the team arrives in the alley to the side of the building.

Jason's apartment building uses a simple buzz-in system to open the front door. Unless they can talk their way in using the buzzer and a **DIF 18 Persuasion Skill Test**, the door panel can be hacked making a successful **DIF 14 Technology Skill Test**, or the physical lock can be picked with a successful **DIF 16 Infiltration Skill Test**. The players can find alternate ways into the apartment building and up to A413, but these three are likely the most common.

While the team is at the apartment building, there are several facts they can learn by doing some looking around the scene – or might help in their investigations:

- There are nine other inhabited apartments in Jason's building: **Annette Schmitt** (A104), **Greg and Michael Bensen** (B110), Fel Banidos (E131), **Maude Fowley** (C230), **"Old Man Hawkins"** (D236), **Joseph Greene** (F240), **The O'Haley family** (B306), **Johnny Ying** (D308), and **Walter H. Goldman** (B415).
- Greg Bensen is the building's maintenance man, and his husband Michael is the son of the building's owner. Greg has keys to every lock in the building.
- Stephen "Old Man" Hawkins was caring for his pigeons on the rooftop when the energy wave hit – and a third of his birds vanished!
- Joe Greene, a retired mechanic, was taking his trash out in the alley when the wave hit, and a bottle of Rad's Crème Soda – Jason's favorite – fell from a window above and almost hit him on the sidewalk.
- Johnny Ying is an expert of all things Angel Grove, and getting his help researching or discussing pretty much anything in the area gives a character an Edge when making the related Skill Test.
- Walter Hugh Goldman, Jason's across the hall neighbor, heard "the young man" shout something about an "orphan lime" or something like that, right before the energy wave hit and killed his television. He was watching the Game Show Channel when it went bad.

Apartment A413

When the characters make their way to Jason's apartment, they find that his door is unlocked (he trusts his neighbors and can definitely defend his place; he is a Red Ranger, after all).

The apartment is decorated on a modest part-time karate instructor's wages, with mismatched, but adequate, furniture in all three rooms. There is a large rug dominating the kitchenette floor, but the remaining apartment is covered in an orange-brown shag showing years of wear and tear. In one corner is a worn, wooden Makiwara practice stand, and every wall bears at least one martial arts movie poster.

If the characters choose to investigate the kitchen, they'll find that Jason eats healthy and keeps his cupboard well-stocked. He does have one weakness though, he has an entire shelf of his fridge devoted to Rad's Crème Soda; in bottles, of course. If they investigate it thoroughly, the characters find a bag of burnt popcorn in the microwave.

An open window overlooks the alley. This is where he was standing when he – like the characters – felt the energy wave coming.

What Really Happened Here

After hitting start on a bag of microwave popcorn, Jason went to the alley window when he felt the energy wave coming to determine if he might hear or even see the source. When the wave reached him, he instinctively set his soda bottle down on the windowsill, grabbed his Morpher, and yelled '*It's Morphin time!*' (which is what Walter Goldman "heard" across the hall) right as the wave hit and transported him away. The immediate displacement of matter and energy knocked the bottle out of the window, where it crashed next to Joe Greene in the alley.

Potential Places for Energic Analyzing

The following locations in this scene can be potentially targeted for successful scans from the energic analyzer:

- The area by the open window where Jason was standing
- Jason's couch
- The shattered glass bottle in the alley
- The burnt popcorn in the microwave

Mister Rex Gas Station and Thrift Mart

Monitored by Alpha 5 because of the potentially dangerous situation that took place here when the energy wave hit, this location is the popular thriftmart and gas station combination on Interstate 401 at the edge of Middleton Heights. It is often considered to be the last good place to fill up your tank and grab proper road snacks before heading north into the San Angeles mountains.

Mister Rex is a chain with locations up and down the Pacific seaboard, each one effectively a carbon copy of the rest. They are gas stations with a dozen or so pumps of various kinds of automobile and semi-truck fuel, an attached oil change garage, and a four-aisle mini-mart that contains snacks, minor groceries, road trip essentials, and a variety of local souvenir fare – all for competitive prices! "Seeing Mr. Rex," local slang for going to the chain to shop, is a common thing to happen, and the characters are likely quite familiar with the location.

The Middleton Heights Mister Rex is unique because it butts up to a small, junkyard and auto-wrecker depository owned by the franchise holder, Joshua Bailey. Many Angel Grove residents – namely mechanics and handymen – come to the junkyard seeking replacement parts or possibly to make a few extra dollars offloading an unwanted vehicle.

If teleporting to the location, the team arrives in the back lot.

No matter how they arrive, Mister Rex has two AGFD firetrucks in the front lot, their hoses still leaking onto the asphalt from having just finished putting out a pump fire. There are a few Angel Grove Police Department cars in the street and side lot, and a small group of people are huddling by the thrift mart doors.

It takes a **DIF 10 Alertness Skill Test** to notice which gas island and which car (a small green import with a dragon stenciled on the hood) had caught fire when the owner disappeared abruptly at the pumps.

While the team is investigating the gas station area, there are several facts they can learn:

- The fire was started at Pump 7 after a customer vanished with the pump running. The car is ready to be towed away by Ace's Towing to the impound.
- Mister Rex had one attendant at the time, a rebellious youth named **Neville Gray**, who was sneaking a smoke break at the time of the fire.
- A Snacklord Inc. semi-truck is at another gas pump; the driver, **Teddy**, was inside at the time of the event.
- The gate to the junkyard is swinging open, and the security cameras are blank for a full minute before and after the energy wave.
- **Geoffrey Sunsets**, a local homeless man famous for his graffiti skills, was deep in the junkyard when the energy wave hit.
- There are six additional patrons in and around the Mister Rex, currently being grouped together for questioning: **Gwendolyn Michaels**, **Frederic Vitali**, **Dane and Rebecca Keller**, **Benji Sykes**, and **Marge Pastetler**. None of them saw anything specific during the energy wave, but they all were in eyesight when the fire started.
- There are five firefighters packing up their part of the scene; **Steve**, **Ryan**, **Sara**, **Dick**, and **Smitty**. There are two **AGPD police**, **Officers Sharpe** and **Holkman**, and one tow truck driver named **Reid**.

Officers Sharpe and Holkman

While the characters are snooping around trying to get their scans of the scene, AGPD Officers Aaron Sharpe and Venessa Holkman are warily watching for potential signs of troublemakers, mischief, and so forth. This means whenever the characters are in the area, looking suspicious, and potentially wielding a piece of alien-looking Grid tech, the well-meaning officers might come over and interrogate them.

Use the following statistics for the ◀ ***Angel Grove Police Officers*** ▶ on page 126.

The Pumps

There are sixteen regular pumps, two ethanol pumps, and four diesel pumps on five separate islands at the Mister Rex. There are several 'real time' security cameras that record on a forty-eight-hour digital storage loop in the back office, but a **DIF 15 Infiltration Skill Test** allows a character to avoid them.

The gas pumps are still turned off through the emergency stop – a big red button on the central island pillar – making the area quite safe to be around, but the police officers and firefighters are still trying to keep people gathered by the thrift mart for questioning.

The Thrift Mart

The current situation at the thrift mart part of Mister Rex is that of controlled chaos. The police have all the patrons and Neville standing a few feet away from the front entrance of the building, waiting to be questioned officially about what happened. The group of worried patrons collectively have an Alertness skill rank of +1d2 to notice the team if they are sneaking around.

The inside of the mart is empty, but the doors are locked. It takes a **DIF 13 Infiltration Skill Test** to pop the basic slide-bolt lock, and the security cameras inside are currently offline because Neville turned them off so he could smoke outside the back window unnoticed and the fire distracted him from turning them back on.

While around the back part of the thrift mart, a **DIF 10 Alertness Skill Test** reveals Geoffrey Sunsets, the homeless artist, hiding badly near the open fence entrance of the junkyard.

The Junkyard

The junkyard is a collection of old, wrecked automobiles, broken household appliances, and piles of collected metal and plastics from all around the greater Angel Grove area. It takes up roughly a square half-mile and contains about fifty junked vehicles at any given time. If someone is looking for a specific part or piece of salvage within the junkyard, an hour and a **DIF 14 Alertness (Investigation) Skill Test** reveals a used but functioning part.

There is a single security camera at the business trailer in the junkyard – but it doesn't work; it's just a decoy.

If the characters investigate the junkyard behind Mister Rex, they quickly notice Geoffrey Sunsets near the gate, and he is absolutely terrified. Geoffrey has seen a lot of Rita and Zedd's machinations unfold from his vantage point at street level, and the energy wave aftermath is just another chapter in his story. If the characters want to calm Geoffrey down and ask what he knows or what he saw, they need to succeed in a **Persuasion Skill Test with a DIF of 10** plus the number of characters questioning him (Geoffrey doesn't trust crowds).

If successful, Geoffrey tells the characters the following:

- An old car, specifically a Thunderbird sportster, vanished in a flash of light right before the fire started, leaving behind a strange, vacant space.
- Several small pieces of vehicles and appliances, mainly wheels, springs, and cogs, all vanished during the energy wave, too. These parts are seemingly unrelated, but a **DC 18 Technology Skill Test** reveals the missing parts are all locomotion-based.
- The car-crusher in the center of the junkyard, which has been stuck for years, suddenly started working after the energy wave reset its internal systems.

Even if Geoffrey isn't the one to tell or show the characters about the junkyard, a **DIF 13 Alertness (Investigation) Skill Test** reveals one of the above junkyard facts at random (per successful character).

What Really Happened Here

A young man named Kyle Channer was refueling his car at Pump 7 when the energy wave hit. Due to some miscalculations on the energy wave's original manifestation point, the beautifully airbrushed dragon on Kyle's car attracted part of the energy wave's distant targeting methods – making Kyle one of those abducted. The gas pump he was using fell and struck the pavement in just the right way, and *fwoosh* – a very dangerous gasoline fire.

That was when Gwendolyn ran over and hit the emergency kill switch on the pumps and people started to get to safety. The fire only got a little bigger before the AGFD arrived, but the pumps themselves never blew.

Potential Places for Energic Analyzing

The following locations in this scene can be potentially targeted for successful scans from the energic analyzer:

- The scorched area around Pump 7.
- Kyle Channer's car (currently on the tow truck harness).
- The pile of cigarette butts from where Neville smokes by the back windows.
- The empty space in the junkyard where the Thunderbird was transported from.
- The car crusher inside the junkyard.

Angel Grove Municipal Gardens

Considered to be among the most peaceful places in greater Angel Grove, the municipal gardens are twenty thousand square feet of indoor and outdoor topiaries, artificial water features, and countless different plants, flowers, and trees. It is the most prestigious collection of flora within three counties in any direction. Citizens of Angel Grove use the gardens as a peaceful way to unwind, hold special events, and learn about rare and wonderful plant life.

Today was a normal Saturday afternoon, with the exception of a special, outdoor yoga class led by the primary Yellow Ranger, **Aisha Campbell**. Because Aisha has yet to be found following the energy wave, Alpha 5 is monitoring the gardens.

There are four main areas of the gardens: the outdoor topiary maze, a linked chain of greenhouse domes, the gazebo park, and the shaded arbor rows. For a small donation to the governmentally funded program, citizens have full access from 8 a.m. to 6 p.m. every day. There are no security cameras within the gardens; it isn't considered a high target for crime.

If teleporting to the location, the team arrives in the heavily flowered indoor prairie dome.

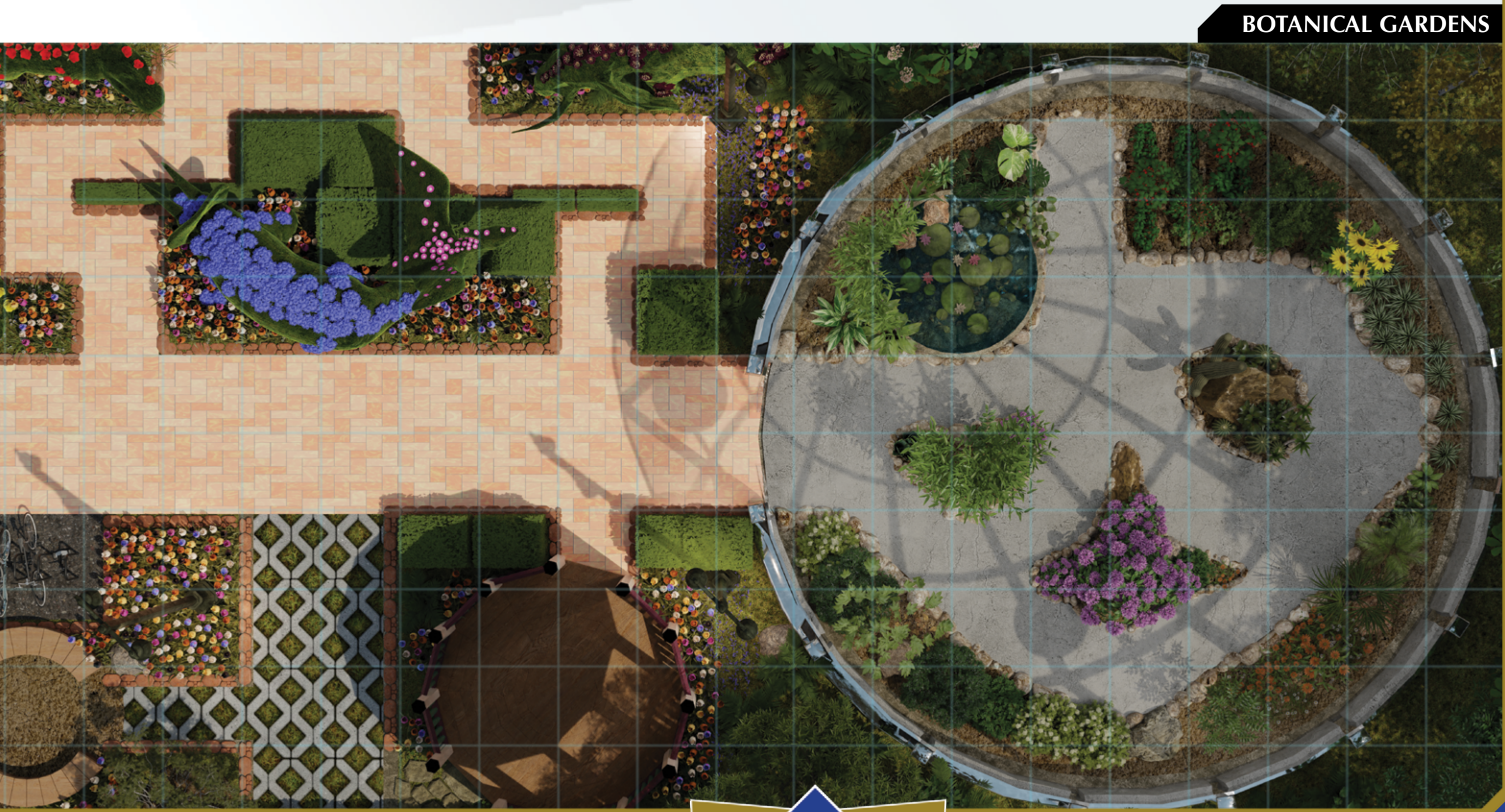
If arriving in any other fashion, the characters need to either come up with a small donation to the front entrance clerk – **Cindy** – or manage to make their way past her. This could be with a **DIF 14 Persuasion Skill Test**, a successful **DIF 13 Infiltration Skill Test** to sneak by, or some other method they come up with.

Due to everyone still moving around and not fully aware that anyone is even missing, it takes a **DIF 13 Alertness Skill Test** to notice anything out of order.

When they start looking around for clues as to what happened, there are several facts they can learn:

- A **DIF 12 Survival Skill Test** reveals the flowering plants are acting strangely. A **DIF 12 Science (Botany) Skill Test** details that the nocturnal flowering plants have all bloomed, and the diurnal blooms are all in different states of closure.
- Seven yoga students from Aisha's class – **Chet**, **Stacy**, **Wendy**, two **Donnas**, **Nigel**, and **Matt** – are wandering the topiary maze. They are doing this partly to continue their 'soul search for peace', but also to possibly find where Aisha ran off to.

BOTANICAL GARDENS



- Aisha's all-terrain bicycle is locked to the rack by the front entrance. If necessary, the lock requires a **DIF 18 Infiltration Skill Test** to pick or a **DIF 20 Brawn Skill Test** to force it open.
- One of the staff caretakers and botanists, **Dr. Vera Ng-Brooke**, was tending to some aquatic algae blooms in one of the wetland features when the energy wave hit. She swears that her eldest carp spoke to her right before vanishing. She claims it said "*The Prince's guard is ready*" – which is nonsense at this time and place (but may become a clearer clue later in this adventure series.
- In the far back corner of the domestic farming crop section of a greenhouse dome, there is a peculiar-looking pumpkin that has started to grow. It is actually a dormant seedling from the sinister **Pumpkin Rapper** monster Rita planted here months ago.

While it shouldn't be difficult to notice the upside-down mutant pumpkin if the characters look for it, it takes a successful **DIF 15 Culture (Grid Lore) Skill Test** to recognize it for what it is. If, for any reason, any character making the test have seen the original Pumpkin Rapper before, they receive an Edge on this Skill Test.

What Really Happened Here

When the energy wave struck the municipal gardens, it caused the natural flow of time to ripple slightly – likely due to Rita's sorcerous plant hidden away in one of the greenhouses!

Aisha was about to lead her yoga class into the topiary garden maze as a self-searching exercise when she felt the approach of the energy wave. Thinking that it might be a putty attack or something similar, she told her class to begin without her before running off behind the gazebo to Morph. She never managed to activate her Morpher before the wave struck and she vanished.

Potential Places for Energic Analyzing

The following locations in this scene can be potentially targeted for successful scans from the energic analyzer:

- Aisha's bicycle (after being unlocked and moved, or scanned subtly).
- The topiary sculpture in the shape of a griffin (Aisha's Thunderzord avatar).
- The wetland carp pond where Dr. Ng-Brooke claims a fish spoke.
- The gazebo where Aisha went to go hide and Morph.

Successfully scanning the Pumpkin Rapper's seedling 'tags' it as a source of dangerous energy gathering and Alpha 5 instructs the team to teleport back to the Command Center with the seedling for containment as soon as they are done at the gardens. While this doesn't help in the current mission directly, it does mean that Alpha 5 teleports them from the Command Center to their next location.

Ernie's Juice Bar

A place Angel Grove has for teens and young adults to hang out, enjoy food, music, and a public gym area, Ernie's Juice Bar should be well known to every character in the team. It is a great place to meet up, have a fun time, and sometimes see the more famous – or infamous – faces from the area.

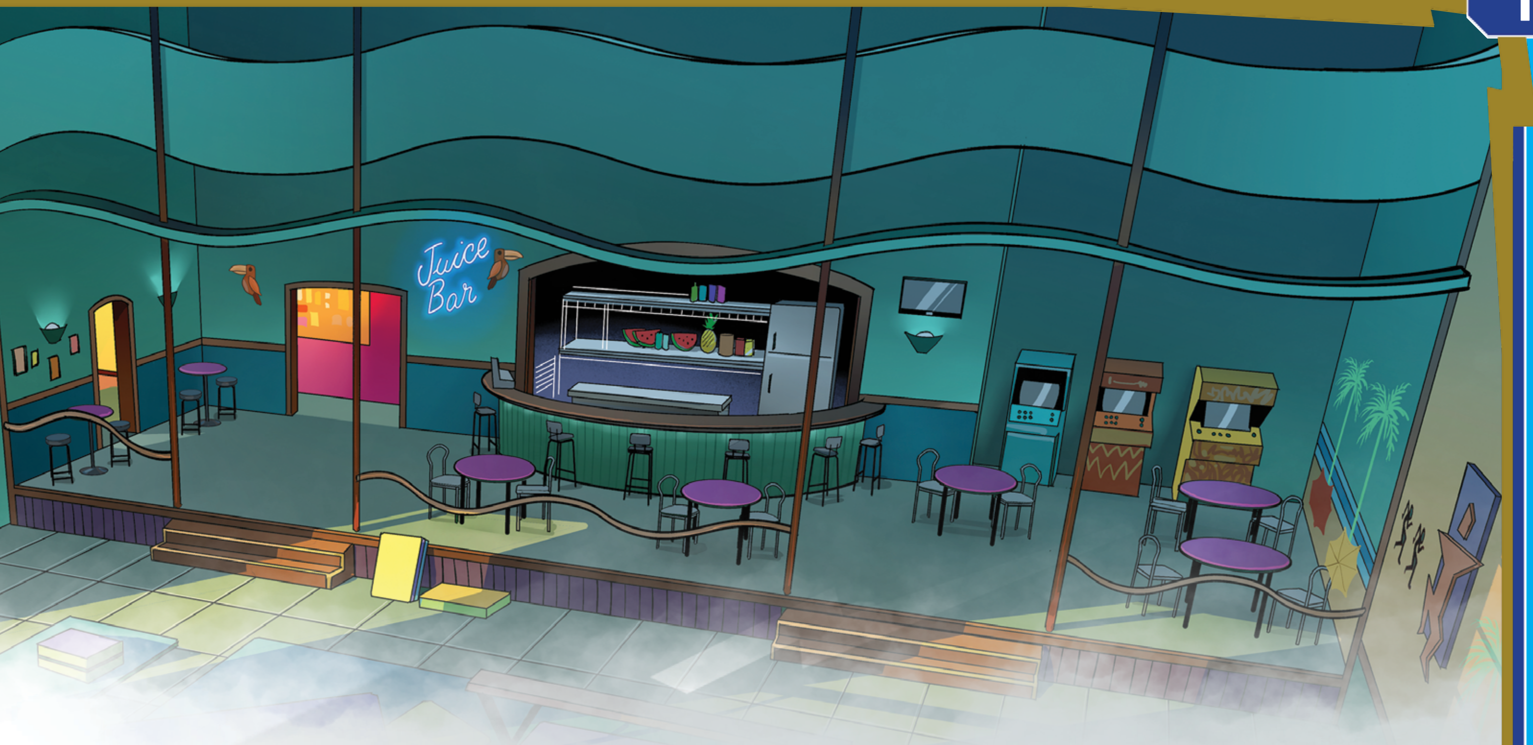
Today, the place is all locked up and a crowd has gathered outside trying to figure out what has happened. **Ernie** has had to close the place up before, but he always puts up signs and gives the kids enough time to make other arrangements for their clubs or meetings. Even when he goes on vacation, he often leaves the place open and in the hands of his loyal employees.

If teleporting to the location, the team arrives behind the juice bar, next to the back door in the alley.

No matter how they arrive, there are only two areas of the juice bar to investigate – the outside and the inside.

Looking around the outside might draw a little attention from the crowd of concerned teenagers, but there are a few facts they can learn:

- The back-alley door is unlocked.
- There is a moped hidden under a painter's tarp next to the dumpster. It has a personalized tag-plate on it that says "BULK."
- Questioning the crowd requires **DIF 12 Persuasion Skill Tests**, but each success reveals one of the following statements, or a paraphrase therein:
    - "The lights went all crazy and Ernie told everyone to get out. Now he's gone, the doors are locked, and the place looks closed inside!"
    - "I've been holding this fro-yo cone for twenty minutes and it hasn't melted… even a single drip. Should I still eat it?"



   - "I saw those troublemakers from the community college come in the back door right before things went crazy. I bet it was their fault."
   - "Ernie looked real scared when the lights started flashing. I'm worried about him."

If the characters want to go inside, they need to figure out how to get past the crowd and the locked front door – or simply pop in the back-alley door. The crowd requires two successive **DIF 10 Persuasion or Infiltration Skill Tests** by each character to avoid, and the lock on Ernie's is a **DIF 15 Infiltration Skill Test** to unlock.

However they get inside, there are a few facts they can learn:

- All the fro-yo machines are spitting out product that is 'frozen' in time; it won't melt, no matter how long it sits out at room temperature.
- Every other ounce of food in the juice bar has gone irrevocably rotten, stale, or seemingly months off being good for sale.
- The lights are off, but it is just the circuit breaker. Turning them on alerts the crowd out front.
- **Farkas "Bulk" Bulkmeier** is currently hiding in the men's restroom. If spoken to, he easily reveals that his longtime friend "Skull" seemingly disappeared into thin air, but he has no idea where or how.

Bulk is Listening

After **Skull** vanished, Bulk ran into the restroom and has been hiding in there ever since. As the characters move around inside the juice bar doing their investigating, they need to occasionally pass a **DIF 12 Infiltration (Stealth) Skill Test** to avoid having Bulk hear them and peek out and do some investigating of his own.

If he peeks out, the characters are allowed an **Alertness Skill Test targeting Bulk's Evasion** in order to catch him watching. If he goes unnoticed, it is possible he could hear some sensitive conversations between the characters.

Should Bulk hear anything about Power Rangers, he pops out of hiding and exclaim the following:

> *"You guys know the Power Rangers, too?!? Oh man! Yeah, me too, me too… but, but they aren't answering any of MY calls right now. Do you guys think you could, I dunno, ask them to help find my buddy Skull? I came in here when they lights went all crazy, but Skull… he just vanished!"*

Bulk can be persuaded easily enough by the characters to distract him from them being Power Rangers, or possibly misdirected away from the scene. Bulk's heart is in the right place however, and he really just wants to find out what happened to his buddy, although it's difficult to explain away the energic analyzer if the characters figure out to scan him!

Use the statistics for ◂ ***Farkas "Bulk" Bulkmeier*** ▸ on page 133.

What Really Happened Here

The Power Rangers of Angel Grove have spent so much time at Ernie's over the years that it has truly become saturated with residual Morphin Grid energy, attracting a large swell of the energy wave that struck the area. It caused the electrical grid to malfunction and blow all the breakers, which explains the lights. There was also a definite temporal shift caused by the wave, as the effects of months' worth of aging were yanked from the frozen yogurt containers and applied directly to the other foodstuffs.

It was at that point that both Skull and Ernie himself were transported away by the energy wave. Bulk had only just made it into the restroom when it happened – but he saw his friend pixelate and vanish right before his eyes.

Potential Places for Energic Analyzing

The following locations in this scene can be potentially targeted for successful scans from the energic analyzer:

- Any of the food or frozen yogurt.
- The area around the cash register where Ernie was standing when he vanished.
- The circuit breaker box.
- Bulk.

Halfway Up Tutor Peak

It is considered bragging rights for any outdoor athlete to climb the craggy cliffs up the side of Tutor Peak, and today was a great day for a climb – up until the energy wave hit. This location is being monitored by Alpha 5 after the energy wave because it is the last place **Tommy Oliver** and **Katherine Hillard** – the primary Green and Pink Power Rangers – were seen. Their third climbing mate, a friend named **Rebecca Stevens**, is still clinging to the side of the cliff and needs to be rescued!

This location, while still needing to be scanned for energy residues, is more about the characters coming to the rescue as Power Rangers to a citizen in need – saving Rebecca from her current predicament.

It is easiest to reach this scene by teleporting. If the team does so, they appear on the cliff ledge thirty feet above where Rebecca is clinging to her support harness.

If the team arrives by any other method, they have one heck of a climb ahead of them – one that is surely easier to accomplish safely if they do so in their Morphed forms. If they do not think of it themselves before they start climbing, the GM should give the character(s) with the highest Smarts Essence Score a **DIF 10 Technology (Grid Tech) Skill Test** to consider the benefits of the Power Rangers saving the girl instead of a handful of local residents.

Traversing Tutor Peak

No matter how they are doing so, there are a few rules about moving around this scene:

- There are flat landings every 2d6 x 5ft on the cliffside. Each landing is 5ft deep, but stretches for a width of 1d4 x 5ft
- With climbing gear or a safety harness, climbing is moving at half normal Ground Movement with a **DIF 10 Athletics Skill Test**. Without gear, the **DIF is 14**.
- Leaping from a climbing position requires an **Athletics Skill Test**; the maximum distance equal to the result in feet.
- If a leap ends on a flat landing, no roll is necessary to land it. If landing in a mid-climbing position, a **DIF 15 Athletics Skill Test** to catch hold and not fall is required.
- Trying to do any of the above movements while carrying another character inflicts a Snag on the dice rolls.
- Rebecca is on a 15-foot wide landing, thirty feet below the large landing where Tommy and Katherine have left their mountaineering packs. Rebecca's landing is 150 feet above the last mountainside parking lot area (the last place the characters could get a ride to).

When Rebecca is first reached at her landing, she tells the characters the following:

> *"Thank you! I don't know what happened! One second Tommy and Kat were right here, and the next they weren't! Without them countering my weight, my harness slipped and I fell down onto this landing. I… I think my leg is broken."*

It takes a **DIF 12 Science (Medicine) or DIF 15 Survival Skill Test** to recognize that Rebecca's leg isn't broken – thankfully – but her knee is badly sprained. She requires assistance of some kind to get up or down the mountain.

What Really Happened Here

Tommy, Katherine, and Rebecca came to Tutor Peak by rideshare to the last mountainside lot, then climbed up to the large landing together as a trio. They shared a quick lunch on the landing, then harnessed themselves together for the descent back down.

When the energy wave struck, Tommy and Katherine felt it coming and did their best to put Rebecca in a safe place – but they were unaware they were about to be transported away, which left her literally hanging by a cord. When her grip gave way, she managed to drop onto the landing with minimal damage – although she did crack her cellphone screen, making it useless. With Tommy and Katherine suddenly missing, Rebecca was stranded.

Potential Places for Energic Analyzing

The following locations in this scene can be potentially targeted for successful scans from the energic analyzer:

- Tommy and Katherine's Backpacks.
- Rebecca.

The Goal: 100% Data

There are a total of 18 different scan-capable items and locations throughout this section of the adventure. With each successful scan offering 10% of the needed data, the characters have ample opportunities to accumulate the data needed – even if it means returning to previously investigated locations for a second look.

When they reach 100% data the energic analyzer chimes and signals Alpha 5, who offers to immediately teleport the characters back to the Command Center. It is up to the characters if they wish to return immediately or continue to check out any remaining locations they might not have investigated yet. If this is the case, they can use their communicators to give Alpha 5 the go ahead and be teleported back.

Once the characters return to the Command Center, Alpha 5 takes the energic analyzer from them and plug it into the computing matrices of the Power Core and instructs the characters to go see Zordon – who is waiting in his holographic chamber.

Putty Patrols

Now that the characters have investigated several key locations affected by the energy wave, they have returned to the Command Center to begin figuring out what is happening. The team has sampled the various energy signatures and cosmic particles that are wreaking havoc on Angel Grove and beyond, giving Zordon and Alpha 5 something to study and base their Morphin Grid theories upon.

This section of the adventure shows that Rita and Zedd are not about to ignore the state of chaos Angel Grove is in – forcing Zordon and the team into action.

Through the events here, the characters get a chance to defend Angel Grove and prove themselves as perfectly capable Power Rangers in the war of good versus evil. Along the way Zordon and the team might just learn a thing or two about their dreaded foes' motives.

Analyzer Analysis

While Alpha 5 begins the in-depth analysis of the data the characters gathered all over Angel Grove, Zordon addresses the assembled Power Rangers:

> *"Hello Rangers… thanks to your diligent work with the energic analyzer, we now know that a highly concentrated energy wave made almost entirely of Morphin Grid wavelengths has moved through Angel Grove causing all sorts of problems, including the abduction of the primary Power Rangers! Alpha has already begun to unscramble the patterns and decipher any other effects of this energy wave. When his analysis is done, we will know what Rita and Lord Zedd have unleashed upon us, and what it could mean for us, Rangers. For now, we do not—"*

Suddenly the Command Center alarm claxons erupt into life and flashing lights glow all around. Alpha 5 panics – as per usual – and Zordon exclaims that a group of Putties has just been detected in Fielding Park!

While the primary Power Rangers are missing, it is up to the team to go and stop Rita's minions.

A Fracas at Fielding Park

The team arrives at Fielding Park to find all the people of a regular Saturday afternoon – already in a state of confusion from so many disappearing people after the wave – in a total panic. Men, women, teens, and children are running around; some crying out, others screaming, but everyone reacting to the sudden appearance and activities of a group of Rita's maniacal constructs – the **Putty Patrollers**.

There are several facts about the scene unfolding at the park:

- There are a number of Putty Patrollers in the park equal to twice the number of Power Rangers on the team.
- A quick **DIF 12 Alertness Skill Test** reveals the Putties are divided in groups of two, and that each group is 20 to 30 away from the next group, forming a rough circle of grey, cavorting thugs.
- The Putties are not attacking the people in the park, but they are ransacking their picnics, opening up any containers, purses, or satchels they might have, and generally running amok.
- Unless a Putty Team is confronted by a Power Ranger, they continue to expand their ring of chaos by harassing the next civilians they come across within fifteen feet of their last position. Any character can attempt a basic Smarts Skill Test (roll 1d20 and add their Smarts Essence), or use any skill that might pertain to field tactics or search party strategies at a **DIF 12** to recognize the Putties appear to be searching for something; poorly, but still a coordinated search.

Use the statistics for these ◀ ***Putty Patroller*** ▶ teams on page 154:

The Putty Patrollers are searching for signs of Goldar, who Rita has been unable to locate or communicate with since he came to Earth to set a trap for the primary Power Rangers. As soon as the characters arrive and enter the scene by interacting with either the Putties or the fleeing civilians in any way, it is time to roll for Initiative and begin a combat scene here in Fielding Park.

In this combat scene, the characters achieve victory when all Putty Patrollers are shattered at 0 Health. When that occurs, the citizens begin to come forward and tell the characters what happened and what the Putties were doing:

- *"That monster grabbed my satchel and just dumped it out onto the ground!"*
- *"We were having a picnic and those things just came and pulled our blanket out from under us. Spilled our food everywhere!"*
- *"I brought a box full of toys and sports gear for the kids, and those things just tipped it over and then, just to rub it in, stuck their heads inside to make sure they got everything!"*

This should give the players a good idea that the Putties were indeed looking for something here, and that this was not just some kind of random attack.

If the Putties are defeated quickly, the characters could spend some time helping the locals put their Saturday afternoons back together again, clean up, and so on. Additionally, a few well-placed **DIF 10 Persuasion Skill Tests** could reveal a short list of other missing Angel Grove citizens, strange technological issues taking place, and all sorts of minor objects aging or somehow becoming newer – all tied to the moments after the energy wave.

Defeat

Should all of the characters be reduced to 0 Health however, they are Defeated. Whether they choose to be knocked out of their Morphed form at 0 Health or not, the characters are still caught in a park full of active Putty Patrollers. While Putties normally take defeated Rangers captive or perform some kind of specific duty they were tasked with, these Patrollers are on the hunt for Goldar first and foremost – suspiciously leaving the characters defenseless in the park!

Once the combat scene has ended, whether it is with the Rangers standing in the throes of victory surrounded by cheering Angel Grove park-goers or whether they are picking themselves slowly up off the grass after being pummeled by the Putties, Alpha 5 contacts them through their communicators:

> *"Rangers! Rangers! No time to rest now! Something strange is happening downtown! More of Rita's mushy miscreants have appeared in downtown Angel Grove along with her sinister sculptor, Finster. Ay yi yi! It gets worse! The beta beam is being blocked by something, so you need to move and move quickly if you're going to catch that anarchic artiste in the act!"*

Finster and Friends

Rita, concerned that **Goldar** has not checked in, and isn't viewable from her and Zedd's mystic telescope on the moon, sends **Finster** and a squad of Putty Patroller bodyguards into the heart of Angel Grove. Once they arrive, they seek the tallest building in Angel Grove to set up a new device aimed at finding the missing monster.

The tallest building in downtown Angel Grove is the office tower of the First Bank of California (FBC) – eighteen stories of glass and concrete that form a shining spike on the city's skyline. From the top of that building someone can see most of the greater Angel Grove area on a clear day, and Finster is hoping the view and central location helps his device – an alchemical aurumograph. Designed to seek out the metal itself that makes up Goldar's armored flesh, Finster is sure that he can find his comrade in no time, as long as the aurumograph is left alone to function.

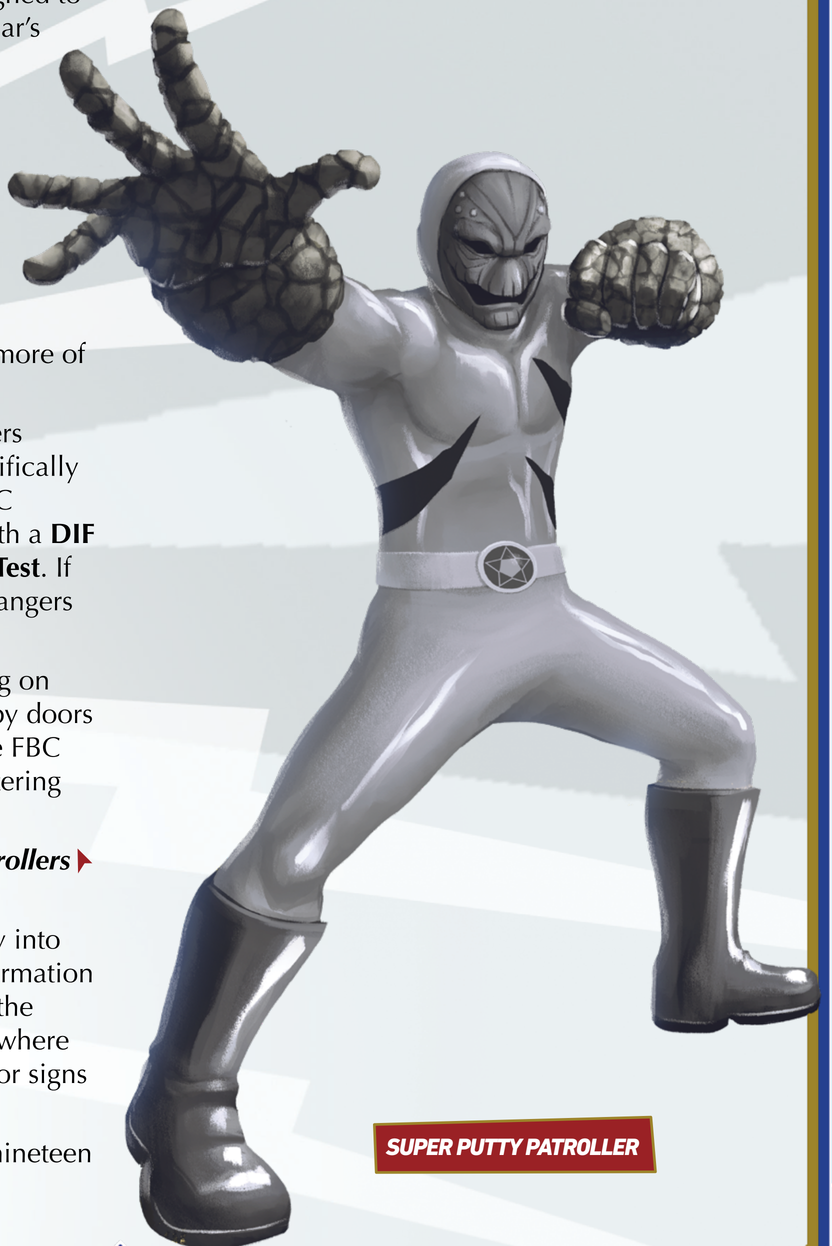
Facts about the scene taking place in Downtown Angel Grove when the characters arrive to stop Finster:

- A **DIF 10 Persuasion Skill Test** gets locals to point toward the FBC building, explaining they saw a 'dog monster' and more of the Putties smash through the front doors.
- There are two groups of 2d4 Putty Patrollers roaming the downtown area looking specifically to stop the Rangers from getting to the FBC building. These groups can be avoided with a **DIF 14 Infiltration or DIF 12 Streetwise Skill Test**. If they cannot be avoided, they attack the Rangers as soon as they make contact.
- There are two Super Putty Guards standing on either side of the smashed open front lobby doors (and one at the intact rear entrance) of the FBC building. They try to stop anyone from entering the building.

Use the statistics for the ◀ ***Super Putty Patrollers*** ▶ on page 166.

Once the characters have fought their way into the building, there are several pieces of information that are useful for getting from the lobby to the penthouse landing and eventually, the roof where Finster and the aurumograph are scanning for signs of Goldar.

- The FBC building is eighteen stories tall; nineteen if you include the rooftop.
- As it is a weekend, there is only a small skeletal staff (six janitors and a dozen overtime executives) scattered throughout the building. When Finster's Putties smashed into the lobby downstairs, most of them locked themselves in their offices or found other places to hide.
- The elevator system is working, but the energy wave did cause a malfunction with its controls. As soon as the characters press any button at all, the entire building's worth of buttons light up as well. The control panel resets on each stop, but hitting another button causes them all to light up again, stopping on the next floor again, and so forth. It takes a **DIF 18 Technology (Engineering or Electronics) Skill Test** to repair the control panel.



SUPER PUTTY PATROLLER

Finster Triumphant

Should Finster and his bodyguard manage to defeat the Power Rangers – possibly after their being weakened by earlier Putty ambushes and the like – he takes the time to pack up the aurumograph and retreat to the Lunar Palace. While the characters are reeling from their defeat and he goes about his business, Finster tells them the following before teleporting away:

"I don't know how you did it, Rangers, but Rita is going to be furious to know that you and that do-gooder in the mountains flooded all this mechanomantic static into the area. While why you would do such a thing is beyond even me, what I don't understand is HOW you did it? Surely Zordon knows what this could do to the very flow of space and time in Angel Grove… on Earth… possibly even farther. Whatever you've done with Goldar, just know that we're on to you!"

- There is a Putty Ambush (see below) waiting at the elevator landing on every even-numbered floor.
- The stairs might be tiring – even for Power Rangers – but it is the safest way to reach the top floor without having to deal with any of the Putties lying in wait at the elevator landings. To make it up the entire building worth of stairs, a **DIF 14 Athletics Skill Test** is necessary. Failing this test means the Ranger is forced to tap into their own internal power reserves – spending a point of Personal Power. Remember, if a character needs to draw upon Power they do not have, they can always tap into the Morphin Grid by spending a Story Point.

Putty Ambush

There are 2d2+2 Putty Patrollers waiting on the elevator landing areas of each even-numbered (2nd, 4th, 6th, and so on until finally the 18th) floor.

As soon as the characters emerge from the elevators, no matter how prepared or sneaky they think they can be, the Putties are ready to attack as soon as the doors open. If this is the first time the characters have been subjected to one of these ambushes, the Putties gain an Edge on their Initiative rolls and are considered to have surprised the Power Rangers.

The Power Rangers must defeat the Putty ambushes to continue up the office building; they are just serving as obstacles to slow down the heroes while Finster operates the aurumograph.

If one or more of the Putty ambushes manage to defeat the Power Ranger team, they operate on their basic intelligence and bring the unconscious Rangers (or their un-Morphed selves) up to see what Finster wants to do with them. In that case, go to the text sidebar titled '*Finster Triumphant*!' to explain what happens next.

Top Floor: Penthouse, Putties, and the Perturbed

Once the characters reach the penthouse, the 18th floor Putty Ambush is the last thing that keeps them from accessing the roof access door at the end of the hallway. The door is unlocked and pulls open easily, leading the characters to a short flight of stairs that go up to the rooftop – where Finster is monitoring the aurumograph.

The door from the staircase to the rooftop is not only unlocked, but also wide open – bent partially off its hinges by the **Super Putty** that Finster brought with him as a bodyguard.

The characters arrive on the rooftop to find the alchemist pacing back and forth around a meter-tall tripod holding up a multi-faceted sphere that has an iridescent shine like the surface of an oil spill – the aurumograph. Lights and shimmers dance across its surface, casting flecks of illumination all over the rooftop. There are several screens, panels, and crystals attached to the tripod which Finster occasionally taps, flicks, or presses.

After these technological administrations, he always looks somewhat upset and frantic to begin the next set of adjustments on his device. The pleasant summer wind is whipping around the top of the building, making it difficult to hear and imposing a Snag on any Alertness Skill Tests based on hearing.

If they are careful and don't create too much noise dealing with the Putties on the 18th floor, they might be able sneak up onto the roof without being noticed, as that Finster's Alertness (Perception) is suffering as well.

If the characters manage to sneak up on Finster and his Super Putty bodyguard, they hear him say the following things:

- *"Where have you gone, you giant gold oaf!"*
- *"Oh! Rita will have my haunches if I don't find him!"*
- *"Mechanomantic pollutants? That can't be! Work, you blasted machine!"*

Eventually Finster or his bodyguard notices the characters – or the characters can surprise them – but the resulting combat scene is likely a fast one. Finster is not known for his combat skills, and normally lets his constructs and monsters fight his battles for him.

Use the statistics for ◂ ***Finster*** ▸ on page 133.

During the combat scene, Finster goes out of his way to protect the aurumograph. If it gets struck, dropped, knocked over, or otherwise sharply interacted with – the orb that makes up its primary body shatters, sending sparks flying everywhere. If that happens, Finster immediately stops fighting and tries to retreat away from the characters, using the Super Putty as a blocker or obstacle if necessary. If he manages to get at least ten feet away from all Power Rangers by the end of a combat round, he proclaims, "**The Power Rangers are ruining everything! Get me out of here!**" right before he activates something on his toolkit and teleports back to Rita's Lunar Palace.

If the Power Rangers defeat him, Finster explains to them how he is looking for Goldar, and "*whatever they have done with him… Rita will find out and get revenge!*" As soon as he can however, he presses the button on his toolkit and teleport away.

In either of these situations, Finster doesn't have time to gather up the aurumograph – leaving it for the Power Rangers to take back to the Command Center for Alpha 5 to investigate (perhaps with the Rangers' help, if they can).

After the combat, should the Power Rangers be victorious in any fashion, Alpha 5 sends the signal for them to prepare to teleport back to the Command Center.

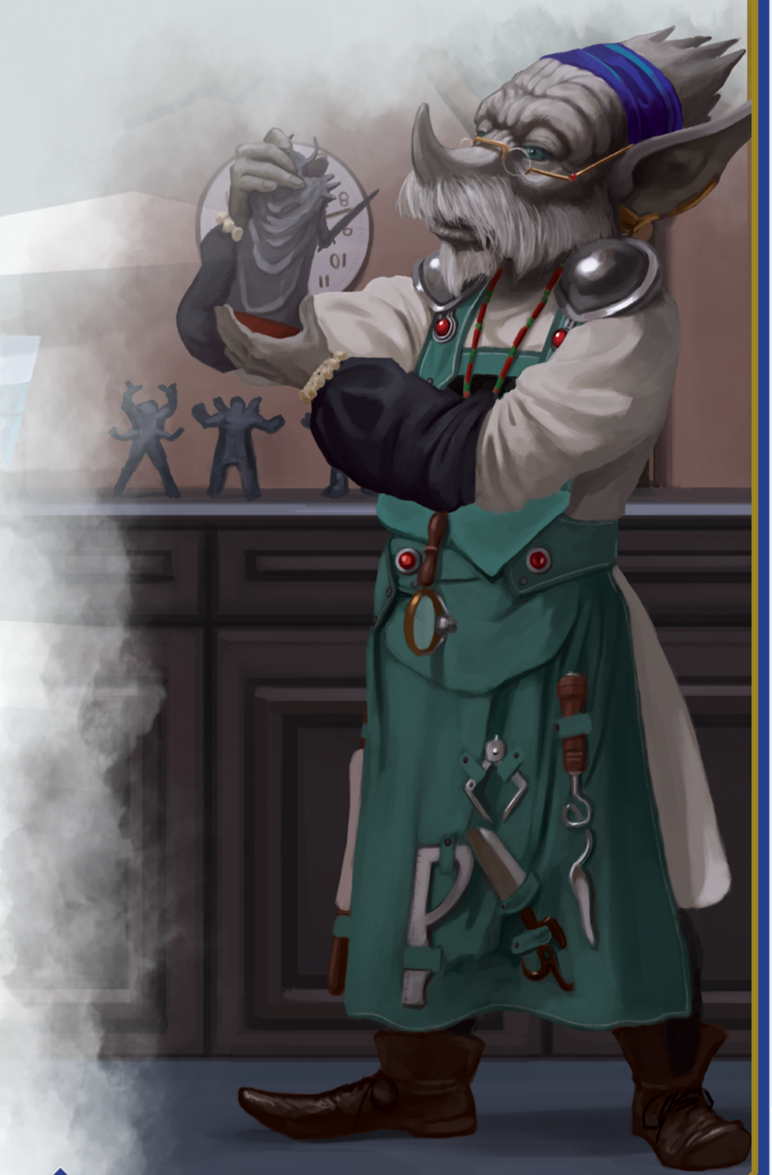
If they can bring the aurumograph – or the remaining pieces of it – with them, the device reveals an important piece of the puzzle concerning the energy wave and what it has done to the Morphin Grid all around Angel Grove and beyond.

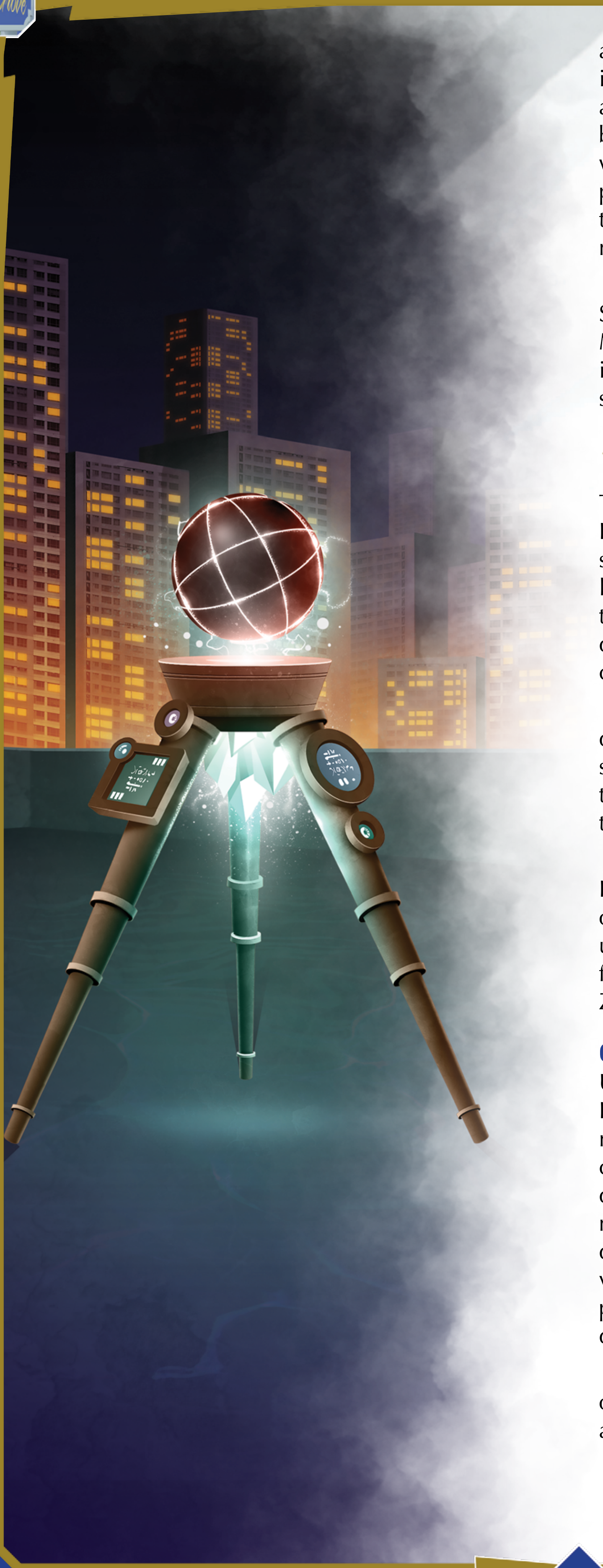
Mechanomantic Static Pollution?

If the Power Rangers either bring back the aurumograph in part or in whole, or alternatively can remember the terms Finster used and tell them to Alpha 5 and Zordon, they get a chance to learn a major clue to the origin of the energy wave.

A **DIF 18 Technology (Grid Tech) Skill Test** explains what Finster was talking about – at least as much as anyone on Earth can understand. Otherwise, Zordon can give them the general idea.

Mechanomantic energy is a rare form of energy that exists as a parallel wavelength to Morphin Grid energy. It is found primarily as a bridge between





autonomous life and mechanical constructs. It is used, in a refined form, within many of the Zords; making a machine creature unlike any common vehicle or beast. Mechanomantic static however, is a broken wavelength of that same energy that can infiltrate and pollute other kinds of Morphin Grid energy, causing it to behave erratically and – in highest concentrations – malfunction in disastrous ways.

If the Technology Skill Test is a Critical Success, the character knows a great deal about Mechanomantic energy – but also knows that it would be the perfect foundation for any fully sentient robotic species or culture to be built with.

The Zord Conundrum

The Power Rangers have encountered a few of Rita's Putties and one of her monstrous servants searching the Angel Grove area for her chief lieutenant – Goldar. Goldar has been a thorn in the side of the Rangers for many years, and his disappearance here could be either be part of the cause of the energy wave or as a result of it.

Newly armed with the knowledge of Goldar's disappearance and the existence of mechanomantic static pockets throughout the area, Zordon is tasking the Power Rangers to investigate some troubling readings he and Alpha 5 have discovered.

This section of the adventure places the Power Rangers in a very interesting and unusual position of trying to find a missing enemy, but also in unexpected conflict with some of Earth's most famous Morphin Grid avatars – the Mighty Morphin Zords themselves!

Could This Be Goldar's Fault?

Using the information the Rangers gained from Finster and the aurumograph device, Zordon now knows that Goldar was in Angel Grove causing trouble when – like so many others – he disappeared. With the added knowledge that mechanomantic static energy had something to do with the energy wave and at least Goldar's vanishing act, the Rangers can go out and do a proper search for their missing comrades – and discover some very troubling news along the way.

When the characters are ready for their next part of the adventure, Zordon addresses them directly about their new mission:

"Rangers! Alpha and I have scanned all of Angel Grove and the surrounding areas in search of pockets containing mechanomantic static, the energy fragments that might be the cause of the recent disappearances and chaos we have been dealing with. Looking at these results however, we are even more troubled at the locations where this energy has gathered.

If Goldar did in fact have something to do with these energy pockets, we need to know how, why, and how to counteract what has happened. We need you to go to these locations and help contain these energies before things get worse!"

Alpha 5 modifies the energic analyzer from earlier in this adventure segment to become the energic absorber – a device that, unsurprisingly, absorbs specific wavelengths of energy in its vicinity when used properly. Similar to when it was just a tool for data gathering, the energic absorber requires a **DIF 10 Technology (Grid Tech) Skill Test** to be activated properly. When it does so in the locations that Zordon has explained are where they have found the highest concentrations of mechanomantic static, it gathers up the energy fragments and makes the area 'safe' for normal Morphin Grid functions to continue. This is, of course, accompanied by a pleasant tone from the device and a soothing green glow from its crystals.

Important Note: If the energic absorber is being activated in a combat scene, it takes a standard action to start the process, but only a free action to keep it going each combat round. The process requires 1d2+2 combat rounds to successfully absorb all the mechanomantic static fragments from the scene.

What makes this segment of the adventure different from earlier, when the Rangers were running around scanning for wave activity, is that this time they already know what is wrong and are instead trying to deal with the consequences before things get worse.

Additionally, through Finster's earlier machinations, Rita has been made aware of the situation and is still trying to find her infamous lieutenant, Goldar. Considering Finster reported the Power Rangers' meddling, she is not about to let Zordon and "the Power brats" get their hands on him first.

The Primary Target Locations: Zord Lairs

There are multiple locations that come up as having too much mechanomantic static built up for safety's sake, but Zordon is adamant about which ones must be investigated – and hopefully cleaned of these dangerous fragments – first and foremost.

These first five locations just happen to be the physical counterparts to the Morphin Grid areas where the primary Power Rangers' mighty Zords reside when waiting to be called upon!

Zordon is concerned this may have been another one of Rita's targeted attacks on the Zords, as she has used Goldar before to gain control of them in the past. It might also explain why Rita cannot find Goldar; mechanomantic energy is hard to control. Only a few cultures in the known universe can do it effectively, and if Goldar was somehow using it when he was trying to subvert the Zords – if that was indeed what he was doing in Angel Grove at all – he could have easily gotten swept up in the anarchic reaction the static pockets had upon the area. Without actually being there when it happened, there is no way to be sure.

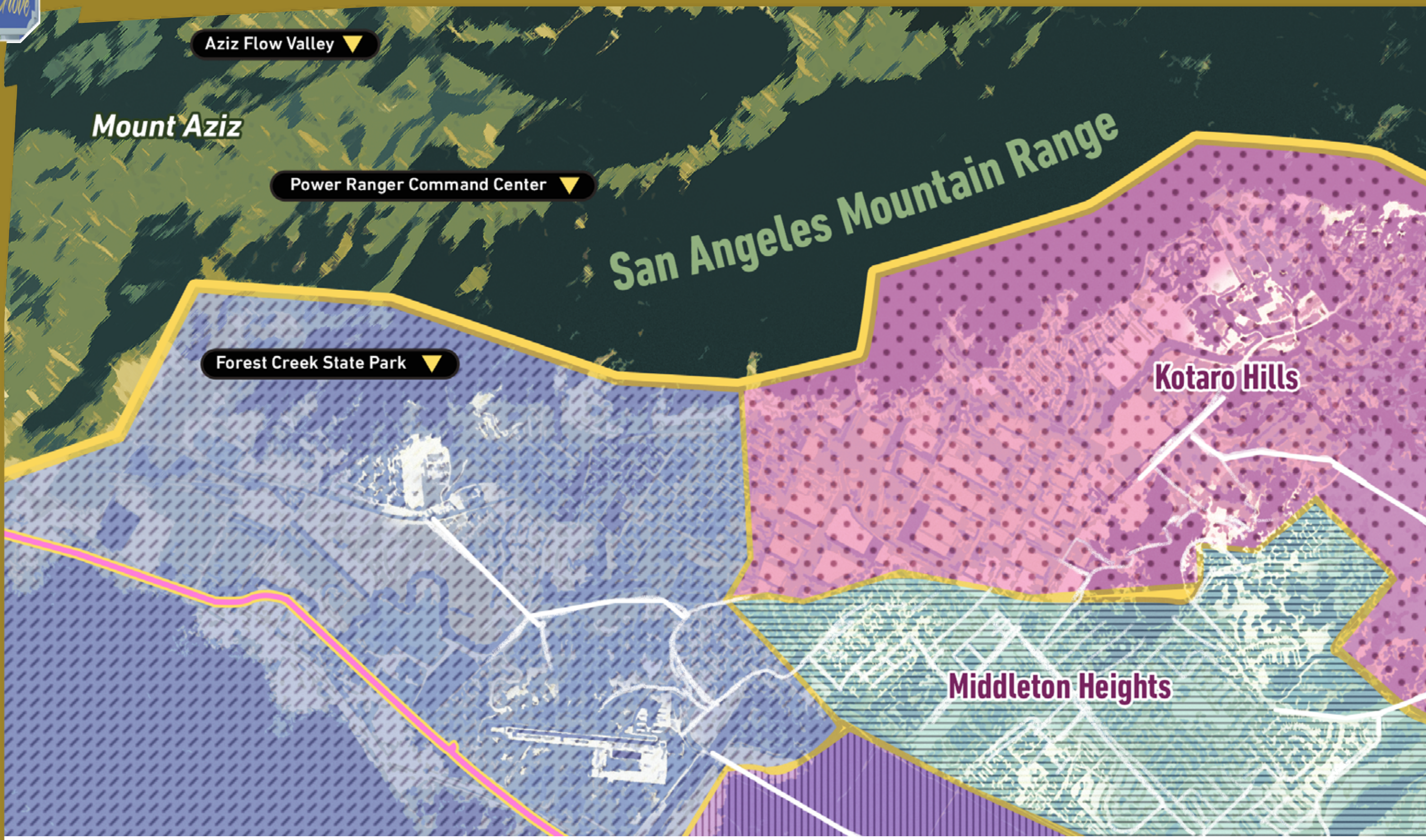
With the other Power Rangers missing on account of this energy wave as well, Zordon is extremely worried the dormant Zords could be in danger. The Power Rangers are to go to the physical bridging points where the Zords cross over from their Morphin Grid lairs, use their Morphed forms to enter the lairs, and use the absorber to collect all of the mechanomantic static fragments from that area before they cause any kind of lasting damage or effects to the Zords.

Order of Priority

Zordon and Alpha 5 explain that new and unexpected Morphin Grid activity at a few of the sites make them a priority to clean up before the others.

There are three levels of the energy pollution: Dangerous, Concerning, and Light.

There is only one location that has a Dangerous level of static fragments – the volcanic caldera of Mount Aziz. Zordon insists that it is the utmost



priority for the Power Rangers to clean first. In fact, Alpha 5 is instructed to send the team to the location using the beta beam teleporter as soon as they are ready!

There are three locations being rated as having Concerning levels of mechanomantic static. These areas are to be next in line for absorption: the Aziz Flow Valley, the frozen peaks of the San Angeles, and the woodland ridge of Forest Creek.

Once all the other priority locations have been cleaned properly, Zordon needs the Power Rangers to stop by and finish up at the only Light pollution-level location, the dusty Kotaro Hills badlands.

When all of the Zord lairs have been checked and cleaned, Zordon needs the Rangers to return, dispose of the dangerous energies stored in the absorber, and decide what to do next about the missing Rangers, Goldar, and everything else happening in the wake of the energy wave.

Morphin Grid Zord Lairs

Zords are gigantic fighting machines called upon by Power Rangers of all types and teams to even the odds against the evils of the universe, but they aren't exactly subtle. Power Rangers are supposed to keep their alter-egos secret from the rest of the world, and having a two-story tall robotic dinosaur living in your backyard would certainly break the illusion. This is why Zordon makes arrangements for the Zords to have their own, individual Lairs built into the local Morphin Grid.

Each Lair looks just like its real-world counterpart environment, but exists like a shadow within the Morphin Grid. It takes just a small spark of energy from a Power Ranger to open the Lair, allowing the machine to emerge and cross into the mundane world. This is normally accomplished when the Power Ranger summons their Zord to come to them, but it can be done in the opposite direction as well – gaining entrance to the Lair from the outside.

Aside from housing the Zord, its Lair is no different physically or visually than its setting environment.

The Caldera of Mount Aziz (Dangerous)

Taking the energic absorber with them, the Power Rangers teleport directly to the inside of Mount Aziz, an active volcanic caldera in the eastern stretch of the San Angeles mountains. While there are pockets of superheated magma and small lava flows throughout the area, it is relatively easy to navigate around the dangers to reach an elevated stone section that is the bridging area between the Earth realm and the red Tyrannosaurus Zord's Morphin Grid Lair.

Due to their attachment to the Morphin Grid, the Power Rangers can feel where to go to 'cross over' into the lair with a **DIF 13 Alertness Skill Test**; Red Rangers have an Edge on this roll. Once they have located the bridging point, any Power Ranger within 10 feet of that position may spend a point of their Personal Power to bring the entire team across into the Lair.

Once inside the caldera Lair, read or paraphrase the following:

> **The cavern before you is nearly four stories of empty space ringed in sulfurous smoke and licks of magmatic fire; enough room to house the mighty Tyrannosaurus Zord as it waits for the Red Ranger to call upon its power…**
>
> **… except the legendary machine beast is nowhere to be found!**
>
> **It is as Zordon feared. Whether it was the polluted energy wave or due to Goldar's unseen schemes, the Tyrannosaurus Zord is missing! The whole area is ripe with the dangerous mechanomantic static energy, just as they are expecting, and it is up to them to begin the energy cleansing properly.**

If the Power Rangers search the lair, a **DIF 12 Alertness (Investigation) Skill Test** reveals that there are no foot tracks aside from their own inside the cavern, and by the clawed foot depressions at the center – the Tyrannosaurus Zord had not moved at all when it vanished. As this Zord is not capable of flight, the only way it could've been removed from the lair would be through some kind of powerful teleportation or other reality-bending application of energy.

Between the revelation of the Zord's absence and the overall importance of the task at hand, the Power Rangers must use the energic absorber and gather up the remnant mechanomantic static that still clings to the lair. The good news is, they are not pressed for time to do so. They can learn how to work the absorber, move around the lair with it, and be content when it eventually chimes pleasantly and glows the green of a job well done.

Leaving a Morphin Grid Lair does not cost the Power Rangers any of their Power; they can emerge from the Lair whenever they wish to simply by choosing to do so as a team.

It is when the Power Rangers are done with the energy cleaning and back out into the 'real' world that they are attacked immediately by a group of Rita's Putty Patrollers (see ◀ **Putty Patrols** ▶ on page 154, for statistics) who – like the Power Rangers – came to investigate the highest concentration of the energy Finster came to her about.

The Cavern Attack!

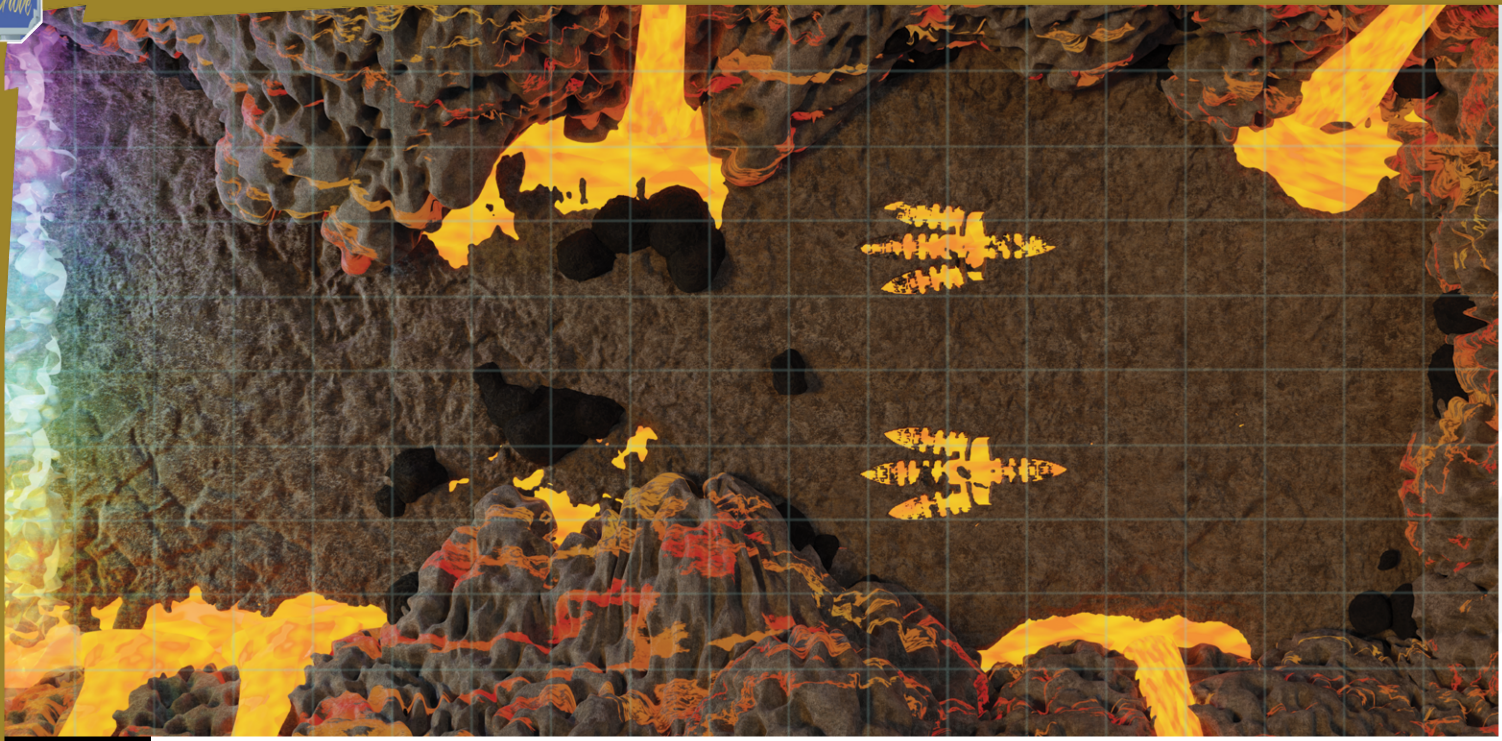
There are a number of Putty Patrollers in the ambush equal to 2d2 plus the number of Power Rangers in the team. While they are at Mount Aziz to investigate the area and possibly find signs of Goldar, they are not expecting the sudden appearance of the Power Rangers. As the Rangers are not expecting to return from the lair to find Putties, neither side can really catch the other as Surprised.

When battling in the Aziz Caldera, there are a few environmental elements that must be taken into consideration:

- The ash and smoke that fills the air imposes a ↓1 dice shift on all ranged attacks at targets farther than 10 feet away.
- The collective heat within the caldera undoes some of the Monster-Matic's special processes that make Putties. Because of this, these Putties are slightly more rubbery and elastic than their common counterparts. This adds a +1 Armor Bonus to these Putties' Toughness, but reduces their Ground Movement by 10 feet.
- Any character or creature that crosses or is pushed into an area of raw magma immediately must pass a **DIF 18 Brawn Skill Test** or suffer 1 Fire Damage.

If the Putties manage to defeat the Power Rangers, they make their escape and return to inform Rita about the whole situation.

If the Rangers are victorious, they can continue with their mission to clean up the energy fragments in the other locations.



CALDERA

The Aziz Flow Valley (Concerning)

Attached by mountainside vent to Mount Aziz, the valley that stretches for miles away from its root is how – upon the rare event of an actual eruption – lava flows away from the volcano and into the rocky flats of the San Angeles. This is also where Zordon chooses to keep the lair of the Pterodactyl Zord, allowing it to burst free from the valley vent and zoom across the open terrain toward wherever the Pink Ranger has need of it.

The Pterodactyl Zord's Morphin Grid lair is a roost on the sloping hillside of Mount Aziz, just inside a shallow cliff face that is 50 feet above the rocky ground of the valley floor. Climbing up should be relatively mundane an effort; a **DIF 13 Athletics (Climbing) Skill Test** make that distance easily enough.

Upon reaching the general area, the Power Rangers can feel or notice the easiest place to spend their Power and enter the lair itself.

Once inside the lair, they can see the place where the Pterodactyl Zord normally perches, waiting to unfold its wings and blast off across the valley. It too, like the Tyrannosaurus Zord (and others), is missing from where it is supposed to be!

While one of the Rangers begins to absorb all the dangerous static fragments, the others can look around and investigate – allowing for an **open-ended Alertness Skill Test.** Depending on how well the character with the highest result rolls on this test, the team learns some potentially useful knowledge:

DIFFICULTY ACHIEVED	INFORMATION NOTICED
Less than 5	Nothing. You are too swept away by the natural scenery to notice anything worthwhile.
6 to 10	While the Pterodactyl Zord is missing, there are recent signs of its rocketing away from the lair.
11 to 15	The blast marks of the Pterodactyl's exit path do not lead normally own the valley; they veer off toward the hills on the eastern side.
16 to 20	There is a dusty wind that blows from the lair into the valley on repeat, like it is stuck in some form of temporal loop.
21+	Near where the exit path veers toward the hills, there are tiny grey bits of something strewn all about like refuse.

The Hillside Mess

The area of the hilly side of the valley surrounding the Pterodactyl Zord's exit path is a few hundred feet away from the lair, but it holds a clue to what happened to the mighty machine.

Getting within 60 feet of the scene reveals the bits and pieces of a dozen or so Putty Patrollers cast around a series of blast craters. A **DIF 12 Alertness**

(Investigation) Skill Test reveals the craters were made from powerful energy weapons shooting down from above – a sign that this was the result of the Pterodactyl's wing-laser blasts. While the Zord still has gone missing, it did not go out without a fight. A result of **DIF 16 or higher** also shows that there is no impact or landing point in the hills or valley from the Zord stopping or crashing. This means it must have vanished in mid-flight!

With no sign of the Pterodactyl Zord and Rita's Putties already dealt with, there is nothing else to accomplish here in the valley after the Rangers have cleaned up and absorbed all the mechanomantic static.

The San Angeles Frozen Peaks (Concerning)

Located high in the snow-capped tops of the far northern mountains, only accessible by snowmobile and ATVs available at the closest Lodge, is the lair of the Black Ranger's fierce Mastodon Zord. What looks like a series of flattened icy plateaus is actually the area where the Zord emerges from its icy glacial lair.

Once inside the lair, cleaning the energy fragments isn't difficult. The Power Rangers' biggest obstacle is physically getting to the plateau entrance.

The Everwintered Lodge

Located just a few mountain miles from the highway, the Everwintered Lodge is a year-round skiing, snowboarding, snowmobiling, and collective winter sports extravaganza. Getting onto the Everwintered grounds is as easy as catching a shuttle bus or a rideshare as the Power Rangers' un-Morphed selves, but there are at least three specific ways they can acquire methods to get north enough to reach the Mastodon's plateau:

- Renting snowmobiles for the day requires a **DIF 10 Wealth Check**. Once rented, it takes a **DIF 8 Driving Skill Test** to navigate the snowy mountain paths and reach the lair.
- Renting cross-country skiing equipment requires a **DIF 8 Wealth Check**. Once rented, it takes no less than three successful **DIF 12 Athletics Skill Tests**, each test taking an hour, to reach the lair.
- Anyone can hop onto the mega-tram ski-lift that heads up the mountain, but a **DIF 12 Alertness Skill Test** is required to know when to jump off with a **DIF 14 Athletics Skill Test** to do so safely and avoid taking damage from the 35-foot drop. If they feel he can be trusted, Mateo – the Everwintered Grounds Patroller – can be convinced to take the team in his halftrack truck with a **DIF 16 Persuasion Skill Test.**

No matter how the characters find their way up to the snowy plateaus, a single successful **DIF 10 Brawn or Survival Skill Test** is required to stave off the cold and the weather. Failure in this test results in a single loss of 1d2 Strength Essence ability points.

The Glacial Lair

Accessible to the team by the normal expenditure of Power, the ice cavern is as inhospitably frozen as the Tyrannosaurus' lair was inhospitably hot. The inside of the Mastodon Zord's lair is a chilly ice cavern that is home to not only the powerful quadrupedal machine-beast, but one can always see the shadows of ancient men and beasts frozen in time behind feet of frosted ice. The Mastodon, through its silent, prehistoric roommates, is never normally alone in its frozen home.

Except now… when the whole lair is empty.

The Mastodon Zord, like the others the Power Rangers have come to find out, is missing. There are four easily-noticed depressions in the snowy ground where it was standing when the energy wave hit the area, but it requires a **DIF 12 Alertness Skill Test** to notice the strangely smashed open and empty voids within the ice walls where there are normally preserved Neanderthals, a sabertooth cat, and the biological counterpart to the Zord itself.

At first inspection, it seems these beings, struck by the energy wave as polluted as it was, were transported away as well. However, anyone taking the time to do a deeper investigation with a successful **DIF 16 Alertness Skill Test** notices two very important facts about the former frozen denizens of the ice cave:

- The glacial pockets where the ancient beings were entombed had been broken outward from within, not inward from without.
- While the Neanderthals and the mammoth seemingly broke free and then vanished, there are tracks leading from the saber-tooth cat's ice pocket and out into the wilderness. This is foreshadowing to an encounter that takes place in *Blasted from the Past*, starting on page 41.

Cleaning the glacial lair of energy fragments with the absorber is not a difficult task, and the Rangers likely accomplish it rather quickly. The rest of their

time spent here is noticing the energy wave's odd and unexpected effects on both Angel Grove and these otherwise clandestine Morphin Grid pockets.

Forest Creek Ridge (Concerning)

Located in the woodlands a few miles inland from a favorite camping resort north of Angel Heights, Forest Creek State Park is a collection of rentable cabins, hiking trails, picnic grounds, and protected game preserves. It is seen by most locals as a wonderful way to spend a weekend in the wilderness.

To the Power Rangers however, it is the outlying grounds that surrounds the serene lair of the Yellow Ranger's ferocious Sabertooth Tiger Zord. A mile of undergrowth and foliage separates the northernmost area of the cabin-laden park from a dense ridge of trees and hillocks surrounding the Zord's stony lair. Nestled within a handful of enormous boulders, there is a natural cave opening that attracts geology students and amateur crystal hunters for miles around. It is through and around that cave opening that a proper application of Morphin Grid Power can cause beings to cross over into the Sabertooth Tiger Zord's lair.

The real-world cavern is a few dozen feet deep and covered in authentic cave paintings from prehistoric peoples, many of which are well documented by the local universities, magazines, and other archeological societies. It is also layered with numerous pockets and veins of fast-growing mineral and salt crystals, giving the whole environment a shimmering glow.

Once crossed over into the Sabertooth Tiger Zord's lair within the Morphin Grid, the cave paintings disappear and the walls and ceiling become covered in an exaggerated rainbow of crystal blooms in every shape and size. It is a dazzling sight to behold, and the Power Rangers should have to take a moment to truly digest the wondrousness the Morphin Grid has created for the Sabertooth Tiger Zord… even if it is not currently there to be surrounded by it.

Like its other brethren so far, the Yellow Ranger's mighty Zord is missing from its Morphin Grid lair.

Mechanomantic Spark!

While the Rangers are successfully absorbing the energic fragments in the Sabertooth Tiger Zord's lair, there is a small technological hiccup. The energic absorber's crystal readout goes green as normal, but then flickers a variety of colors for just a moment – and a single spark leaps out from the device. The Power Rangers that are present and paying attention when it happens can see the spark burst out from the absorber and disappear mid-air in a ripple of reality as it leaves the Morphin Grid lair!

This spark has a strange effect on the outside world, as shown below, when the Rangers' team leaves the lair and returns to the Forest Creek Ridge.

Forest Creek Ridgeline

Upon returning to the world outside of the lair, the Power Rangers are greeted by a different scene than what they should remember upon entering.

Inside the small cave itself has some distinct differences. The ancient crystal blooms are barely sparkles on the surfaces where they once were, the stalagmites and stalactites are miniscule and hardly formed, and the cave paintings are darker and more vibrant – in fact, they are still wet paint if inspected closely! Effectively, everything in the cavern has been subject to a turning back of the clock as the mechanomantic spark passed through!

Outside the cavern – where the spark deposited all that stolen time – has become overgrown with vines, moss, and other foliage. The trees surrounding the cave are enormous compared to what they once were, and the whole area looks more like a prehistoric jungle than a California woodland state park.

While they are taking in the scene, the Power Rangers hear shouts for help from not far away. If any of them take a moment to pass a **DIF 14 Alertness Skill Test**, they also hear the cacophonic hoots and howls of Putties amidst the cries for help.

Just a few hundred feet beyond the ridgeline is where the sounds are coming from. It is a Forest Creek cabin site where the Thompson family – **Mel**, **Regina,** and their daughters **Jenna** and **Christy** – were spending the weekend camping. Then, suddenly, the trees and the plants all around their campsite began to grow uncontrollably, as if by magic (or the landing of the temporally-charged up mechanomantic static spark).

At the same time, Rita Repulsa had dispatched a batch of Putty Patrollers to follow the energy signatures as well in hopes of tracking down Goldar. Upon hearing the panic from the Thompsons, the Putties went to investigate.

Mel Thompson is a seasoned hunter, and he is not about to let these clay monsters hurt his family unchallenged! When the Power Rangers arrive to the scene, Mel has already blasted one of the Putties to bits. He has lived in Angel Grove long enough to know what the enemies of the Power Rangers look like, after all.

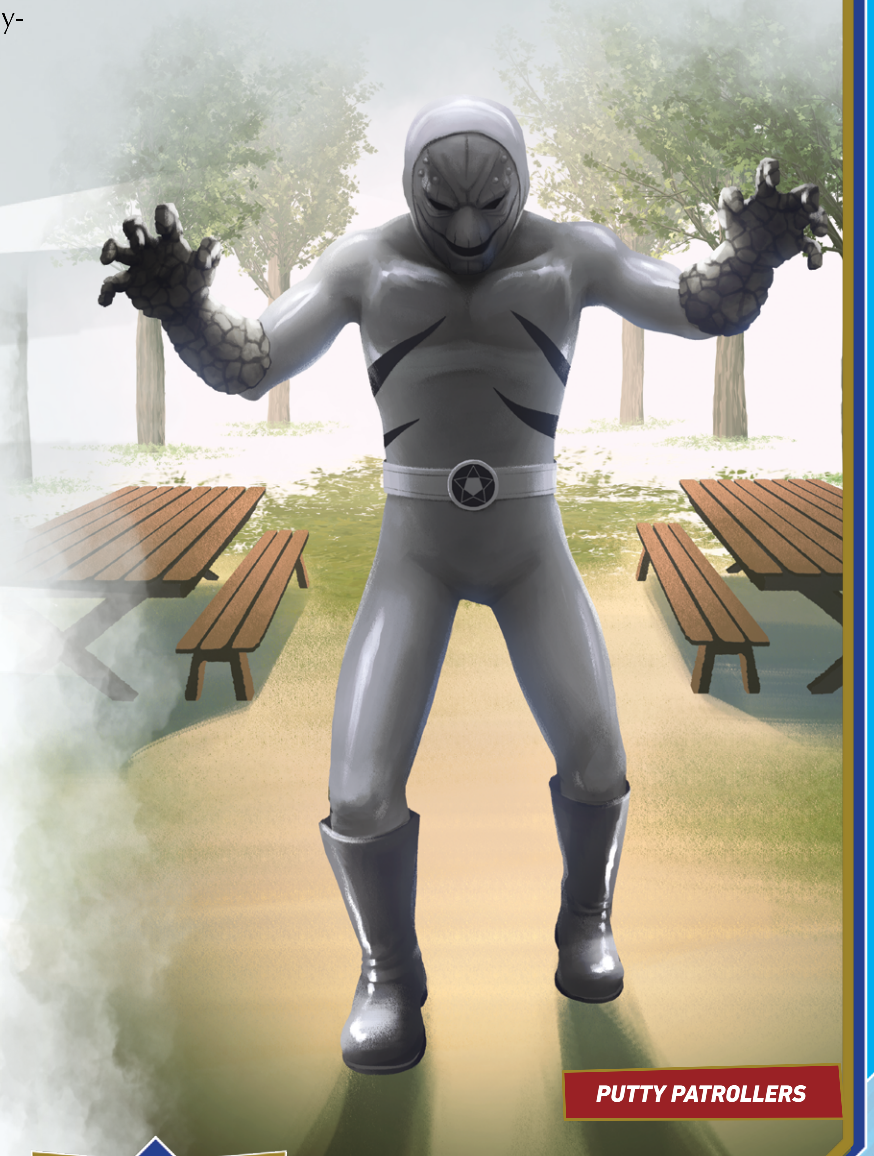
There are seven ◀ **Putty Patrollers** ▶ (see page 154 for statistics) remaining in the combat scene when the Power Rangers arrive, with Mel defending his family (who are still inside the cabin) from the front porch.

◀ **Mel Thompson's** ▶ stats are found on page 150.

After Mel and the Power Rangers fend off the Putties, he thanks the team profusely and explain what happened to the best of his ability.

Need Some Excitement?

If the GM feels that their game session needs a little more excitement at this time, they should feel free to add in an additional Putty Patroller ambush. Rita is still looking for her missing lieutenant and knows to seek out the places where Finster pointed out energy spikes, so it would make perfect sense that small squads of scouting Putties might arrive on the heels of the Power Rangers.



PUTTY PATROLLERS

The Kotaro Badlands (Light)

The last energized location Zordon needs the team to investigate and cleanup is an unassuming stretch of dusty badlands amidst the Kotaro Hills. Recognizable from its otherwise nondescript surroundings by a series of stacked stones placed centuries ago by the indigenous peoples, there is an area more than a mile away from any highway, ATV path, or marked throughway. This small, badland gully has been used by local spiritualists as a place for meditation, reflection, and mental journeys for as long as anyone can remember; they say it is due to the energy of the location, or how close it is to a spiritual plane of sorts.

These beliefs are not wrong, they merely don't understand that the location is actually the bridging point to the Triceratops Zord's Morphin Grid lair.

Unless one of the Power Rangers have a good character reason to know where to find the spiritual flats in the Kotaro Badlands, which might even require a **DIF 13 Culture or Survival Skill Test**, it takes the characters 2d2 hours to wander the Kotaro Hills. A high vantage point and a **DIF 14 Alertness Skill Test** shows the pattern of stacked stones that represent the overall barrier of the lair itself.

Reaching the area around the Triceratops Zord's lair, whichever character is carrying the energic absorber should be allowed to make a quick **DIF 15 Alertness or Technology Skill Test** alerts them to something being amiss – but only momentarily – with the absorber. Perhaps it hums strangely in their hands, or it lets out a pulse of light unexpectedly, or some other minor display of malfunction before entering the Zord's lair.

Look Who's Home!

Within the Morphin Grid lair, the dusty gully is replaced by a shallow crater lined with ancient rock and marked with pillars of stacked stone all around its circumference. It is the nest upon which the Blue Ranger's mechanical counterpart lies in wait for them to call, and it is supposed to be the least polluted, energy wise, of all the Zord locations.

Unlike the rest of the Zords in all the locations they have seen so far, the powerful blue Triceratops is home inside its Badlands lair. The huge machine lies dormant at the center of the crater, seemingly nothing amiss with it or its lair at all – Zordon must have been correct in determining that this lair was the least polluted with mechanomantic energy.

Absorption... 110%?!?

When the Power Rangers decide to finish up the energic cleanup and activate the absorber here in the Badlands lair, something unforeseen and terrible happens – the device is overloaded and malfunctions spectacularly! The absorber begins to shake and vibrate violently, and explodes into sub-atomic particles; whomever is holding it has just a moment to toss it away or suffer 1 Energy Damage when it detonates.

Sparks and beams of multi-colored light burst out of the explosion, swirling around the lair in the air, home in, and strike the Triceratops. Where the energy hits the Zord, rainbow light cascades out from the impact like a ripple on pondwater. The absorber is reading that it has gathered all of the dangerous energy, but that its storage cells cannot take these levels, and it leaks out a dangerous mix of energies – all of which are drawn into the Triceratops Zord!

Everything calms down for a brief moment, during which Alpha 5 communicates to the Rangers a dire warning:

> *"Ay yi! What is happening Rangers? The scanners are going crazy here in the Command Center, and if we're reading this right… the Triceratops Zord is awake! Without the Blue Ranger's Power Coin currently on the Grid… look out!"*

At that moment, the **Triceratops Dinozord** roars to life and attacks the Power Rangers. Luckily for them, it is only partially powered up and not fully in control of its abilities due to the energy pollution coursing through its body.

Use the statistics for the ***Triceratops Dinozord (Mechanomantic Polluted)*** on page 167.

Fighting Man vs. Machine

When in the combat between the Power Rangers and the Dinozord, be sure to remember the dice shift modifiers for larger targets attacking smaller targets, and vice versa. This is a big equalizer when battling against vehicles, large monsters, and – in this case – a wild, out of control Zord.

If the Power Rangers bring the Zord to a single Health, it's considered defeated. It immediately lets out a deafening, echoing, roar that can be heard for miles around. It rises up on its hind legs, shower multi-colored sparks in all directions, then vanish with a resounding pop! The overload of energy was finally enough to send it to wherever the energy wave took the other Dinozords, Rangers, and everyone else that is missing.

If the Power Rangers are defeated by the Triceratops, they get hurled out of the lair and into the regular world. In the seconds that follow, the Zord bursts out of the Morphin Grid to run amuck – but it the energy pollution quickly overtakes it, and it vanishes like all of the other Zords.

However this combat scene ends, Alpha 5 offers to teleport them back to the Command Center due to the apparent state of emergency.

Rita's Wrath

Due to the conflicts that took place at the Zord lairs and their earlier interaction with Finster, Rita Repulsa is completely convinced Zordon and the Power Rangers had some kind of hand in the disappearance of her right-hand-monster, Goldar.

Taking advantage of the general chaos in Angel Grove, Rita is sending two of her monstrous henchmen – called back into being by the ingenious Finster – down to Earth to draw the Power Rangers out in the open, capture them, and make them say why even her powerful sorcery or Lord Zedd's alien technologies cannot find Goldar. She is not truly concerned about his wellbeing, but is worried what it means to be able to lose such a powerful warlord in her forces without anyone noticing.

The Wave Was Intentional

Shortly after the Power Rangers return from their bittersweet battle against the energy-polluted Triceratops Zord, the Power Rangers are back at the Command Center. Alpha 5 and Zordon have been listening to what happened with the energic absorber and are contemplating what the missing Zords could mean to the Morphin Grid – and Earth's safety in particular.

Zordon believes the energy wave must not have been a random event, and he wonders if Lord Zedd and Rita might have unleashed something bigger than what they could control. Even so, their involvement does not change the fact that the primary Power Ranger team – and now all of the Dinozords – are missing in a way that none of the Command Center's highest technologies are able to locate them.

Alpha 5 explains the reason why the energic absorber exploded on them; the energy wave contained targeted levels of mechanomantic energy in varying wavelengths designed to corrupt Morphin Grid energy. With the roots of how Rangers Morph and what fuels their Zords weakened by this pollution, they could be targeted by something similar to the Command Center's beta beam teleporter – only one that grabs onto static, temporal signatures, and other energy types not commonly found on Earth.

Zordon cannot help but wonder if their enemies in the Lunar Palace have found new ways to threaten Angel Grove… when Rita appears as a mystic hologram in front of them all!

An Ominous Warning

Shimmering into being in the sky outside the Command Center, the powerful shielding of the Power Core keeping the signal from getting any closer, is the upper body of Rita Repulsa scowling her menacing grimace over the landscape as a massive hologram.

When the Rangers are ready to listen to her message, read the following:

> *"Ah ha ha ha! Your power brats have done it now, Zordon! You might have gone and lost their Zords, and now they have to answer for what they have done! You have three days, do-gooders. Three days."*

As quickly as she appeared, she vanishes. A successful DIF 10 Culture Skill Test allows a character to know that she is speaking of Zordon and the Power Rangers somehow finding and releasing Goldar – which they cannot even begin to understand how he had vanished, or why. All Alpha 5 and Zordon can do, perhaps with the help of any tech-savvy Rangers, is continue researching the effects the mechanomantic energy wave had on the Morphin Grid and hopefully discover its possible origins, trace it back to its source, and undo the damage done.

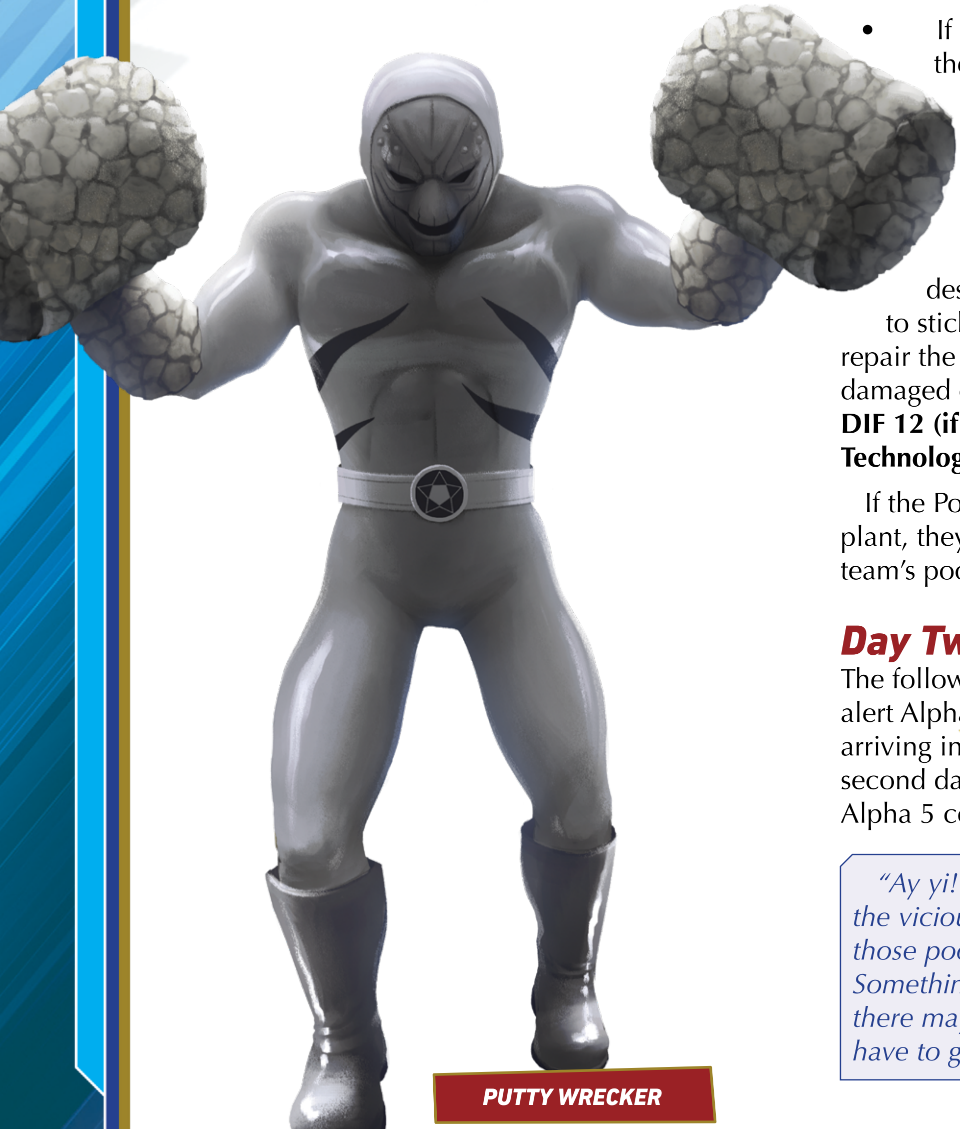
Until they can manage that however, the Power Rangers must contend with three days of Rita Repulsa's growing punishments hurled upon the people of Angel Grove.

Day One: Shaking Things Up

Less than an hour after Rita gave her warning at the Command Center, the alarm claxons alert the Power Rangers to a dangerous Grid event taking place at the Angel Grove Water Reclamation and Power Plant.

Upon Rita's orders, Finster has designed and is unleashing a group of specially-sculpted Putties – so-called Putty Wreckers – upon Angel Grove Water and Power. Putty Wreckers are modified Putty Patrollers that have had their upper bodies bulked up and one of their arms replaced completely with an oversized hammer, maul, or mace. These clay monsters are ordered to do nothing else except wreak havoc throughout the location, starting primarily with the riverside turbines.

If necessary, Alpha 5 readies the teleporter and send them directly to the action.



PUTTY WRECKER

There are two **Putty Wreckers** at the location for each character on the team already at the Water and Power Plant, and the workers are all scrambling away in an evacuation from the scene.

During the combat scene, a Putty Wrecker moves into combat with the nearest Power Ranger unless one of the power turbines is closer, which prompts it to attack that instead. Attacking the power turbines relies on four rules:

- Each turbine is of Huge size and has a Toughness Defense of 16, 2 of which comes from an armor bonus in its construction.
- Each turbine can suffer 5 Damage (of any kind) before it becomes nonfunctional.
- If a turbine is Critically Hit with a melee attack, it explodes spectacularly and blasts everything within 15 feet of the point of the attack suffers 1 Electric Damage.
- If all six turbines on the map are destroyed, the Putty Wreckers teleport away to leave Angel Grove with brownouts and sewage backups.

Use the statistics for the special ◀ ***Putty Wreckers*** ▶ on page 154.

When all Putty Wreckers have been destroyed, the Power Rangers can choose to stick around and help the returning workers repair the damage done. If they do so, each damaged or destroyed turbine requires a successful **DIF 12 (if damaged) or DIF 18 (if destroyed) Technology Skill Test** to repair properly.

If the Power Rangers choose to fix the power plant, they should each add a Story Point to the team's pool as a reward.

Day Two: Parking Lot Panic

The following day, the Command Center alarms alert Alpha 5 about another one of Rita's monsters arriving in Angel Grove once again as her promised second day of strife unfolds. Just after lunchtime, Alpha 5 contacts the Rangers:

> *"Ay yi! Rita has unleashed one of her monsters, the vicious and terrifying Grumble Bee, onto those poor people that work in Artech Valley! Something is disturbing our teleportation energy, there may be a complication if you teleport! You have to go now, and you have to stop it!"*

Rita has unleashed the ferocious **Grumble Bee**, a terrifying anthropomorphic bee creature, onto the unsuspecting workers of Artech Valley.

Artech Valley is known for its scientific minds and the companies that utilize them, making it a devastating target for any form of destructive event – especially the arrival of one of Rita's monsters. It is no secret that these companies make their patents and their fortunes off the remnants and leftover parts of the vehicles, aliens, monsters, and more that come to Angel Grove, but they rarely have to deal with such things first hand.

The Power Rangers need to get to Artech Valley as fast as they can from wherever they might be. Because of the disturbance, common transportation gets them within a few blocks before the AGPD has barricades up. They are pretty used to protecting the citizens from monster battles in Angel Grove, after all.

It might require some clever uses of the Persuasion skill to fast talk their way past the police and into the 'danger zone', or potentially some masterful applications of the Infiltration skill to slip by unnoticed.

Alternatively, if the characters find a way to use their It's Morphin Time! Role Perk and approach the scene as the Power Rangers – there isn't a soul in Angel Grove that would dare get in the way of their local saviors.

A Bug... *NOT* a Feature

When the Power Rangers arrive on the scene, Grumble Bee is already smashing his way through a parking lot full of cars. The monster has been given one task by Rita this day – cause enough damage to everything around you to bring Zordon's pups to the scene and then crush them.

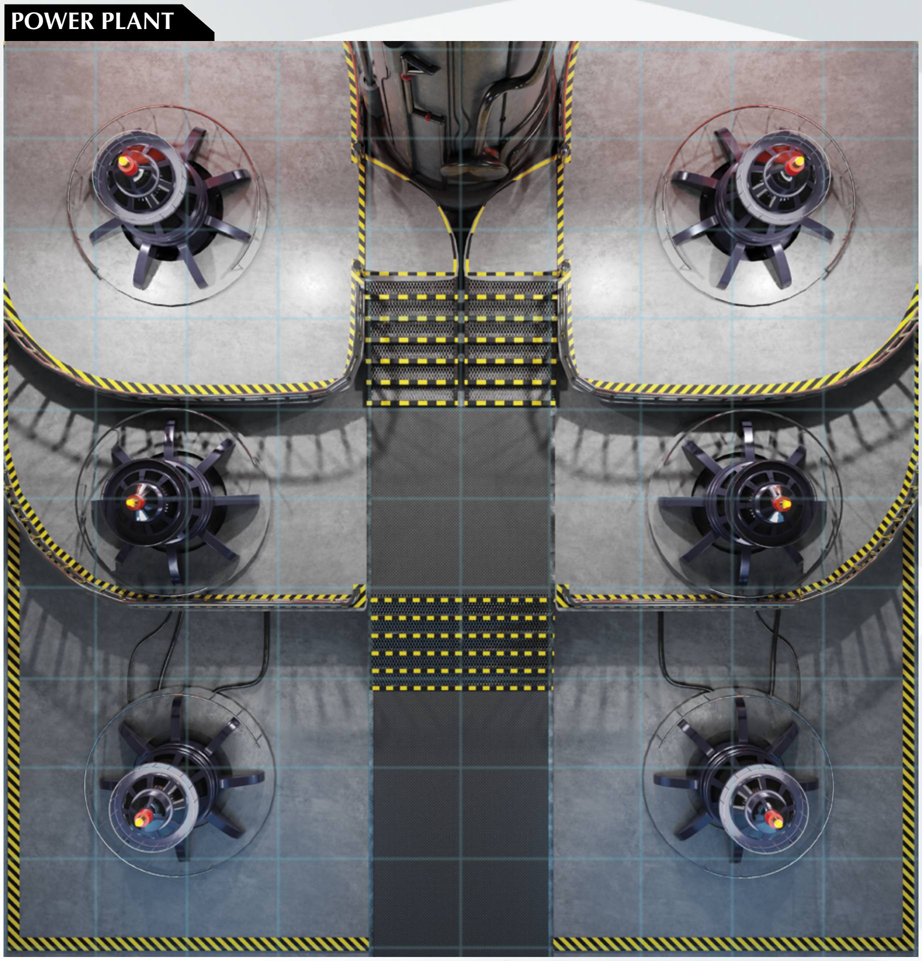
> *"Payback time, Artech! Time to feel my zztinger!"*

Use the statistics for ◀ ***Grumble Bee*** ▶ on page 141.

Grumble Bee's goal is to cause chaos. If there isn't a Ranger in close range, it attacks a nearby car instead, laughing cruelly as it does so. Luckily, Grumble Bee is easy to taunt for a clever team!

When Grumble Bee is reduced to zero Health, it crumbles into clay pieces and any remaining Putties transport away automatically in retreat.

POWER PLANT



If the Power Rangers are defeated, Grumble Bee makes a grand show of his victory and exclaim to everyone who might listen that, *"Rita Repulsa is not yet done with Angel Grove and that it will only get worse until the 'Power Stooges' fix whatever it is they broke!"*

If the Power Rangers defeat Grumble Bee, they can stay and help the local authorities clean up the damage and move cars to where they can be easily towed. This takes several **DIF 15 Brawn Skill Tests** to help move rubble and cars, and likely more than a few **DIF 12 Persuasion Skill Tests** to calm upset citizens whose vehicles are no longer drivable.

If the Rangers are successful in helping, they each gain a Story Point to put into their team's pool.

Day Three: Traffic Jam

On Rita's last day of promised troublemaking, she pulls out all the stops and really tries to put the Power Rangers to the test.

Grumble Bee has returned, pumped up with an extra dose of Rita's magic and super hard **Finster Putty Clay**! Taking advantage of the predictable rush hour traffic jam that fills the Angel Gate Bridge with unsuspecting civilians, the terrible General Rita has put this monster in one of the worst possible places in Angel Grove. Alpha 5 crackles over their communicators:

> *"Oh no Rangers! Grumble Bee is back and crackling with evil energy! Ai yi yi, it's attacking the Angel Gate Bridge! I think I can boost your teleporters to get you there, get ready Rangers!"*

Enhanced Grumble Bee is already causing general chaos, at Rita's request, by attacking passing cars and trying to utterly disrupt the ability to cross from one part of Angel Grove to the other.

The Power Rangers arrive to find the monster slashing and stinging at the cars around it, shoving them out of the lanes of traffic, and addressing the team as soon as they arrive:

> *"Now, now, Rangerzzz! If my queen Rita doezz not get what she wantzz, everyone sufferzz! I'm buzzing with extra juizze thankzz to her, you don't want to mezz with me!"*

If any Putties or the Grumble Bee himself is thrown, pushed, or otherwise knocked over the side of the bridge, they fall into the channel below and are considered to be defeated automatically.

Use the statistics for the ***Enhanced Grumble Bee*** on page 142.

It must be noted that this Enhanced Grumble Bee is a very tough opponent for seasoned Power Rangers – let alone a group of lower-level recruits that have been thrown into a rough situation. This is the kind of combat that higher level Rangers would likely summon their Zords to action when things got bad.

As they do not have access to their Zords yet, and they're stuck on a bridge, that cannot happen. Thus, it is quite possible that this combat scene goes extremely poorly for the characters, or they might suffer significant damage or even losses early in the conflict.

To keep this scene from falling into complete mayhem for the characters, there is a necessary narrative break 1d4+4 rounds into the combat – whether the Grumble Bee is punishing the characters, or the Rangers have somehow managed to be eking out a potential win.

When that happens, Rita appears in the sky above the scene and gets involved. Read or paraphrase the following:

> *"I warned you, power punks, and still you keep my Goldar prisoner! Now you've done it, and now you will pay. Make my monster GROW!"*

As she has done dozens of times before, Rita hurls her magical wand-staff down through the aether to embed itself at the feet of Grumble Bee. Purple-gray smoke blasts up out of the ground, dissolving the wand-staff into energy that washes over the insectoid monster.

Normally, this is when the monster becomes enormous in size and escalates the conflict to a titanic scale. Today however, something is wrong. The energy smoke washes over the Grumble Bee, but instead of growing, it begins to flicker and flash, and several weird things begin to happen all around. This includes:

- Lights flickering off and on
- Car alarms going off
- The sky gets ominously dark and cloudy
- The Rangers all feel that same prickly feeling from right before the energy wave

- Temporal effects begin to happen all over Angel Grove (See *Blasted from the Past*, starting on page 41)
- Grumble Bee flashes out of existence!

Rita roars her discontent at her spell malfunctioning, but now she knows that it might not be Zordon's fault after all as to why Goldar has gone missing and things are behaving oddly all across the known galaxy.

Once the Grumble Bee is gone and Rita is no longer looming overhead, the Power Rangers can return to the Command Center.

Back At the Command Center

With Rita Repulsa no longer looking to punish Zordon and the Power Rangers – in the immediate moment, anyway – they can return to the Command Center and discuss all of the strange things that have been happening to Angel Grove since the energy wave struck.

This is Bigger Than Anyone Thought

Through a steady conversation between Zordon, Alpha 5, and the Power Rangers, the following things can be determined to be true (at least as far as everyone currently understands):

- Something or someone – who was not Rita Repulsa or Lord Zedd – targeted Angel Grove with that energy wave… specifically the primary Power Ranger team and their Dinozords.
- The energy wave was carrying potent levels of mechanomantic static pollution.
- Time and space were affected in strange ways by the mechanomantic static fragments.
- The Dinozords, the primary Power Rangers, Goldar, and more have all been transported away by mysterious forces attached to the energy wave.
- The Power Ranger recruit team – the characters – were seemingly unaffected by the energy wave.
- Something in Artech Valley is blocking teleportation and may or may not have anything to do with the energy wave.
- Zordon believes this is just the beginning of things to come because of the energy wave.

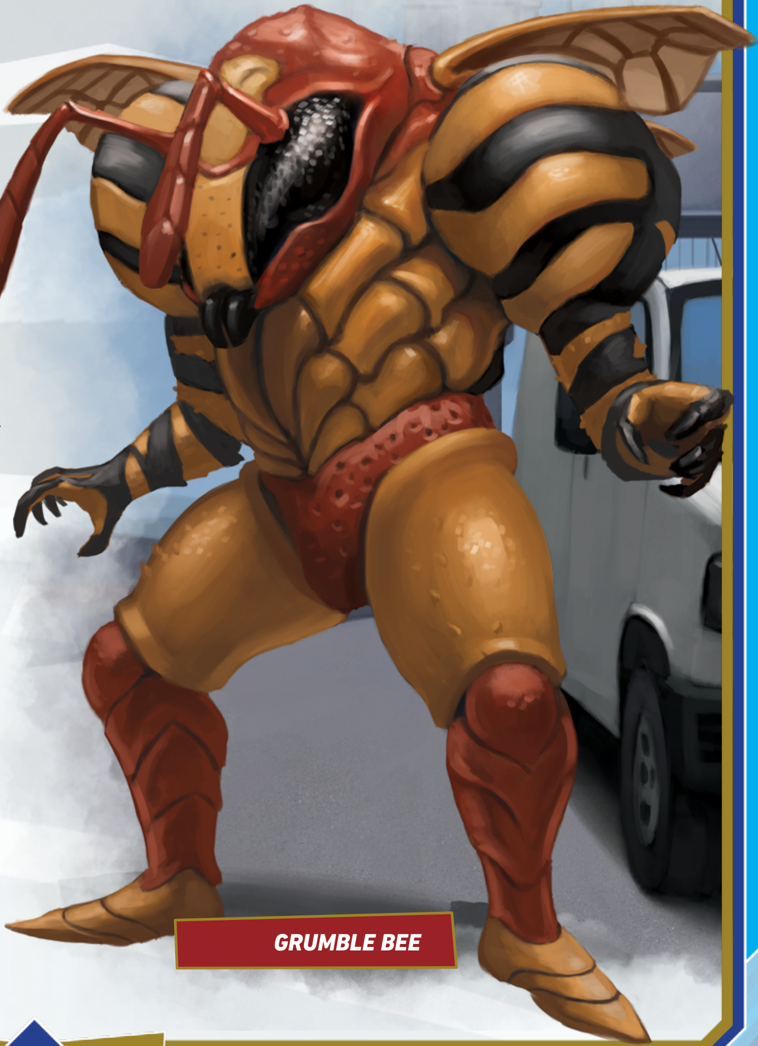
Rewards for Completing Gridquake!

The characters have proven themselves worthy of defending Angel Grove, Earth, and the Morphin Grid through their actions and should be advanced to their 3rd Role Level immediately.

Unless already awarded such because of an Advanced Spectrum Role, this means the characters are ready to build their initial Zords.

Especially since this is a momentous event for a Power Ranger to gain the energy connection with their animal, mythic beast, vehicle, or whatever the team has decided is their collective theme… it might be an entertaining scene to have each character describe their Zord to the rest of the team – especially with how they can potentially combine into a Zord Megaform!

When they are ready, and you have prepared yourself for the next facet of this adventure series, the team may begin *Blasted from the Past*, part 2 of Adventures in Angel Grove.



GRUMBLE BEE

Part 2: BLASTED FROM THE PAST

Angel Grove has been struck by an unexpected energy wave that caused all sorts of strange things to happen, including a complete disruption of the standard flow of time and a widespread pollution of mechanomantic and chronomantic energies. The Power Rangers managed to stave off the worst of it, but now things are starting to shake up in very weird ways across the area once more – it seems like Angel Grove has become temporally unstable!

Blasted from the Past is the second installment of a four-segment story arc that takes the Power Rangers team from investigating a few strange occurrences to traveling across the stars to stop their enemies from damaging space and time forever.

In this segment of our story, the massive mechanomantic energy wave that hit Angel Grove has caused more chaos than heroes disappearing and clocks stopping. It has punched “holes” in time creating temporal distortions in time and space!

As a result, the Power Rangers come into contact with other individuals from across Earth’s history who vibrate at a different frequency and thus are snatched up and thrown into present day Angel Grove! Worse, their very presence pollutes timespace around them, changing the present into their version of the past. As motorcycles change into horses and steel reforms into iron or wood, the Rangers need to repair these time anomalies before the timespace continuum is irreparably damaged!

Introduction

Only after a short amount of rest and what they thought was the end of the energy wave shenanigans, the Power Rangers are called back to action. With little more warning than a melodious beep from their wrist communicators, the Rangers have just enough time to make sure they are not seen before the team is teleported to the Command Center.

When they arrive, Alpha 5 is in a panic. Read or paraphrase the following:

> *“Ay yi yi! Rangers! I’m detecting power fluctuations and rolling brown outs across Angel Grove! I thought it was residual damage from Rita’s attack on the Power Plant, but the power surges seem to be growing in intensity! Check the Angel Grove Power Plant and make sure that you didn’t overlook any of Rita’s Putty Wreckers or worse… some unseen mechanomantic energy effect! Just to make sure it isn’t the latter, take the energic analyzer with you and be sure to scoop up some readings.*
>
> *The beta beam is ready when you are, Rangers!”*

The Power Rangers are teleported by Alpha as soon as they are ready. If they ask, there are no current visual scans of the Angel Grove Power Plant because the mechanomantic energy pulses causing the power surges has knocked those systems temporarily offline.

Additionally, the Power Rangers’ brand new Zords are being adjusted and shielded against any future mechanomantic pollution, so they do not end up malfunctioning like the Triceratops Dinozord a few days earlier (see *The Zord Conundrum, page 26*). This means they cannot call upon their Zords until Zordon and Alpha 5 clear them for access.

Just Off the Mark

Unbeknownst to the Power Rangers, the energy wave caused deeper problems that are still affecting the Morphin Grid itself. While the Rangers are being teleported, an "aftershock" of the mechanomantic energy pulse ripples through Angel Grove, knocking our Rangers off course! They end up not at the Power Plant as is expected, but instead near the Angel Gate Mall in the Angel Gate District of Angel Grove!

Thus begins a race against the collapse of time and space in Angel Grove!

The Mall of Mongolia

The Power Rangers' beta beam has been mistakenly knocked off course, landing them in the busy parking lot of the Angel Gate Mall! A combination of unexpected surroundings, changes to the environment, and general energy-based developments – the Rangers are likely very confused.

Upon beginning this section, read or paraphrase the following:

> **You feel your stomachs lurch upward as if you were dropping quickly on a great rollercoaster…**
>
> **Your enhanced reflexes keep you safely tumbling, but all is chaos as you emerge into reality onto the hard cement of reality. Rolling from pavement to… dirt… a white horse leaps over you! Its rider, a young, square jawed, Asian man wearing a parka and carrying a traditional bow reaches down and plucks the energic analyzer from your fingertips! He laughs defiantly, holding his 'prize' up in the air momentarily before taking off in a cloud of dust! Sirens blare behind you, tearing your attention away from him.**
>
> *"Get out of the way!"* **Motorcycle police swerve through the dirt trying to avoid you, their cycles losing traction and sliding into cars or falling over…**

To quickly assess the situation and figure out what the heck happened to them, the Rangers should be called upon to make an **Alertness (Perception) Skill Test**, with a variety of specific bits of information being gained based upon the highest total the character reaches with their test.

DIFFICULTY ACHIEVED	INFORMATION NOTICED
5	This is NOT the Angel Grove Power Plant!
10	This appears to be Angel Gate, a very modern tourist area far south of the Power Plant, but… where the paved street should be, there are dirt roads and hitching posts for horses…
15	The young man that stole the analyzer can be seen riding toward Angel Gate Mall! He's going to gallop his horse directly through the mall, and where he passes, things change. A small kiosk in front of the mall turns into a felt-walled hut and lamp posts turn into open flame torch posts…
20+	One of the downed police motorcycles changes into a horse, gets up and starts to trot down the street. Nearby citizens either run in terror or record it for social media. The coffee shop on the corner bends inwards near the roof, seemingly reforming into a wide yurt!

To The Mall!

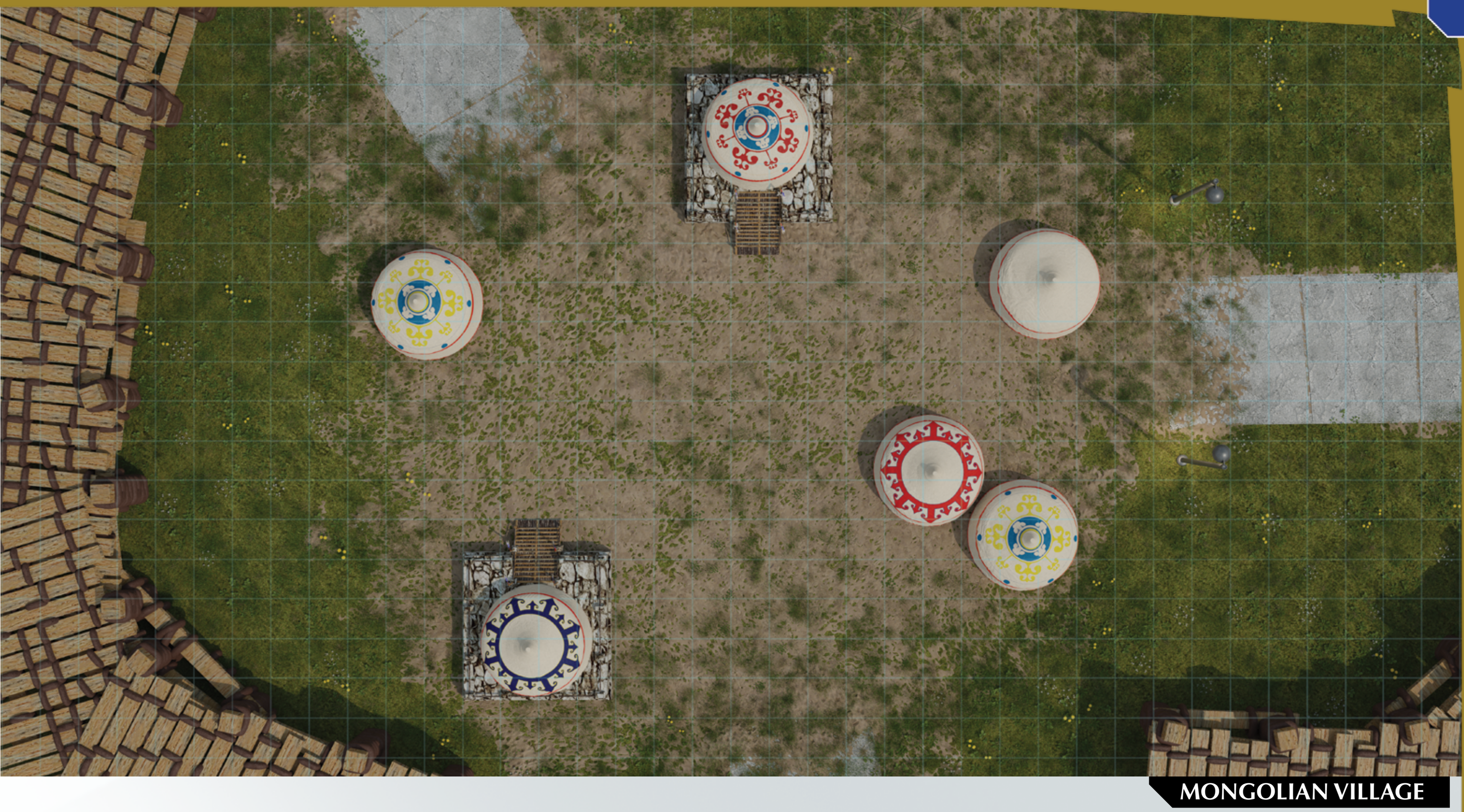
After the Power Rangers take in the surroundings and realize that the mall is being transformed through timespace anomalies, they need to refocus their attention to the matters at hand.

A policewoman, freshly leapt from her motorcycle, shouts out at the team as a throng of shaggy sheep burst out of the front of the Angel Gate pet store and runs past her, through her legs:

> *"Power Rangers? Great! We need to deal with… whatever THIS is! Get that guy before he hurts somebody!"*

The policewoman points at the boy on horseback, and in the minutes that follow, the Power Rangers may wish to do as she says and try to stop him from getting to the mall. In that case, the following pieces of information about the scene are important:

- Communications have been knocked out by the surge. There is only static when they try to reach Alpha 5 or Zordon.
- The area immediately around the boy slowly begins to change into a barren rocky terrain similar to the mountains of the Khangai Mountains. Buildings start to reform themselves into felt huts and yurts.
- The horse rider is an expert, steering with his knees and commanding the beast with whistles, clicks of the tongue, and shifts of his weight



MONGOLIAN VILLAGE

alone. Unless one of the Rangers has a d8 or higher in **Animal Handling**, it is all too apparent that he is a better rider than they can hope to be.

- There are 3 horses (formerly motorcycles) and 1 pony (a motor scooter) wandering around this area. If a character wants to try to grab a mount and ride after the boy, they must make a **DIF 15 Animal Handling Skill Test**. If they fail this, they find the animals too nervous to even approach, and the horses run away from the wildly colored Rangers.
- There are still 2 unchanged motorcycles and 2 electric scooters in this area. If a character wants to commandeer a motorcycle or grab a scooter no one tries to stop them because… THEY'RE POWER RANGERS! This prompts a **DIF 10 Driving (Motorcycles) Skill Test** to weave through the chaos without incident.
- Chasing the horse rider on foot, although possible, is slow and tiresome by comparison. Let the players know this so they may choose accordingly. Additionally, anyone on a horse or motorcycle can take one more rider along.

The young man is chasing something or someone, but the characters don't know this yet. That's why the boy is in such a mad rush! He dodges in and out of stores and fleeing people, charging his horse up an escalator, and leaping it over a fountain! This is what the Rangers are trying to keep up with, but since the boy is so far ahead of them, they won't have a clear shot (if they try to take one), they are barely able to see him disappear around each new corner as they try to catch up!

The GM should run this short chase to give the players the sense that they could lose him at any second if they don't hurry!

This next short section should have the feel of both a chase scene *and* a good-natured race between the Rangers themselves, as they try to catch up to the rider. Keep track of success and failures and tell the players who is currently in first, second, and third place. It is in this placement that they arrive at the Combat scene at the end of this chase, helping to determine their Initiative order!

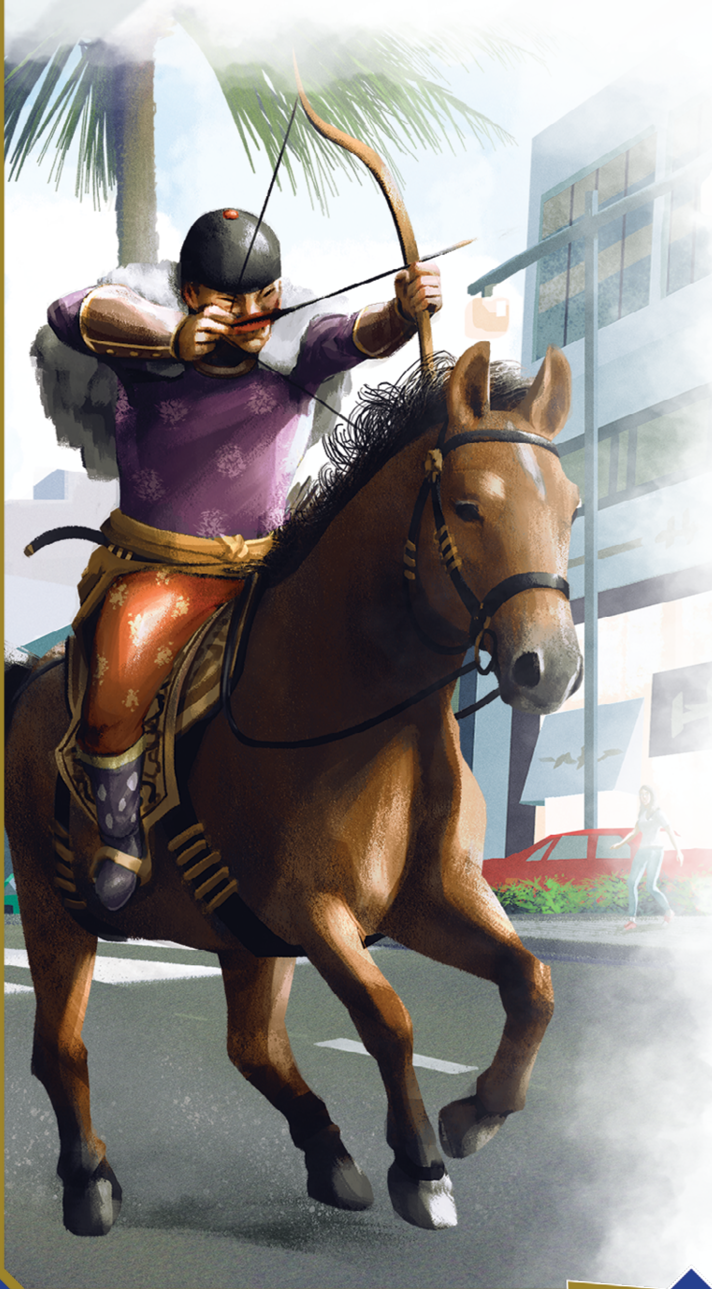
Depending on how the individual Rangers make chase, they must make the following Skill Tests:

- If the Power Ranger is on foot, they give chase with **DIF 15 Athletics (Running) Skill Tests.**
- If riding a horse or pony, they give chase with **DIF 13 Animal Handling (Horsemanship) Skill Tests.**
- If driving a motorcycle or scooter, they give chase with **DIF 10 Driving (Motorcycles) Skill Tests.**

Rangers that are successful enter the Mall at full tilt, managing to keep the horse rider in their line of sight to keep chase! They may roll normally on the next set of Skill Tests. A Critical Success gives an Edge on their next Skill Test.

Rangers that fail or Fumble the test, get tangled up with people running out of the mall (if on foot) or they lose control of their horse or motorcycle while trying to pilot it up the stairs or the odd angles of the ramp! They may try to stay on their ride and make the next test with a Snag, or they may choose to avoid this Snag by continuing on foot instead.

Keep track of everyone's final Skill Test results, as that it determines their current position (first, second, etc.) in the chase.



Up the Stoney Steppes

As the chase moves into the mall itself, the chaos and anarchy following the horse rider is easy to recognize. All eyes and phone cameras look down the length of the open-air mall towards the escalators. The Rangers at the head of the chase can see the young man and horse charging up the central escalators and disappear into the food court above. Many screams of surprise and shock can be heard from that upper level – giving the Power Rangers reason to continue!

Once more, there are some important things to understand as the chase continues:

- Rangers that charge up the escalator only to discover it has become stone steps! Literally, stone steps that have some low plains grass on them. They look as if they are naturally hewn from the side of a mountain, and they allow the next Chase Skill Test to take place normally.
- A supreme act, and a **DIF 12 Acrobatics Skill Test,** allows a Ranger on foot to jump to the top of a kiosk, and dramatically climb or swing via a banner to the upper mall level. This gives them a definite lead on the rest of the chasers, and a ↑1 dice shift on their next Skill Test.
- A Ranger can hop on top of the glass Elevator as it goes up with a **DIF 10 Athletics Skill Test.** This can only be done on foot. (i.e., they won't be able to bring the horse, motorcycle or scooter up this way.) This is a little slower, imposing a ↓1 dice shift on their next Skill Test.
- Rangers can ride inside the glass elevator. It's full of people looking at the Power Ranger, taking pictures, maybe even a selfie or two. This is the slowest way up, but they definitely get there, eventually. Soft mall music is playing. It's very nice, but it automatically means the Rangers who choose this method are considered to have Failed this roll for their part of the Chase.

Depending on how the individual Rangers continued their chase, they must make the following Skill Tests:

- If the Power Ranger is still or now on foot, they continue their chase with **DIF 14 Athletics (Running) Skill Tests.**
- If riding a horse or pony up the stony stairs, they give chase with **DIF 15 Animal Handling (Horsemanship) Skill Tests.**
- If driving a motorcycle or scooter up the stairs, they give chase with **DIF 14 Driving (Motorcycles) Skill Tests.**

Rangers that are successful on this test keep up the chase perfectly, up into the second floor of the mall. A Critical Success gives the Ranger in question enough of a lead to gain an Edge on their last roll to make the Leap of Faith.

Rangers that fail or Fumble this Skill Test still make it to the second floor, but they are delayed enough to suffer a ↓1 dice shift on the Skill Test in *Leap of Faith*.

Once more, add the Rangers' Skill Test result to their earlier total, showing their relevant order position when the last portion of the chase takes place. Anyone who automatically failed this test by taking the elevator does not add anything to their first Skill Test total.

A Momentary Distraction (Optional Scene)

Any Power Rangers that use the now-stone escalator to get to the top floor have a chance to eavesdrop on one of the mall security guards – revealing an important piece of information about what is happening.

Of all the Rangers that used the steps, the one with the highest level in Alertness can notice an Angel Gate Mall guard frantically pacing and talking into his walkie-talkie:

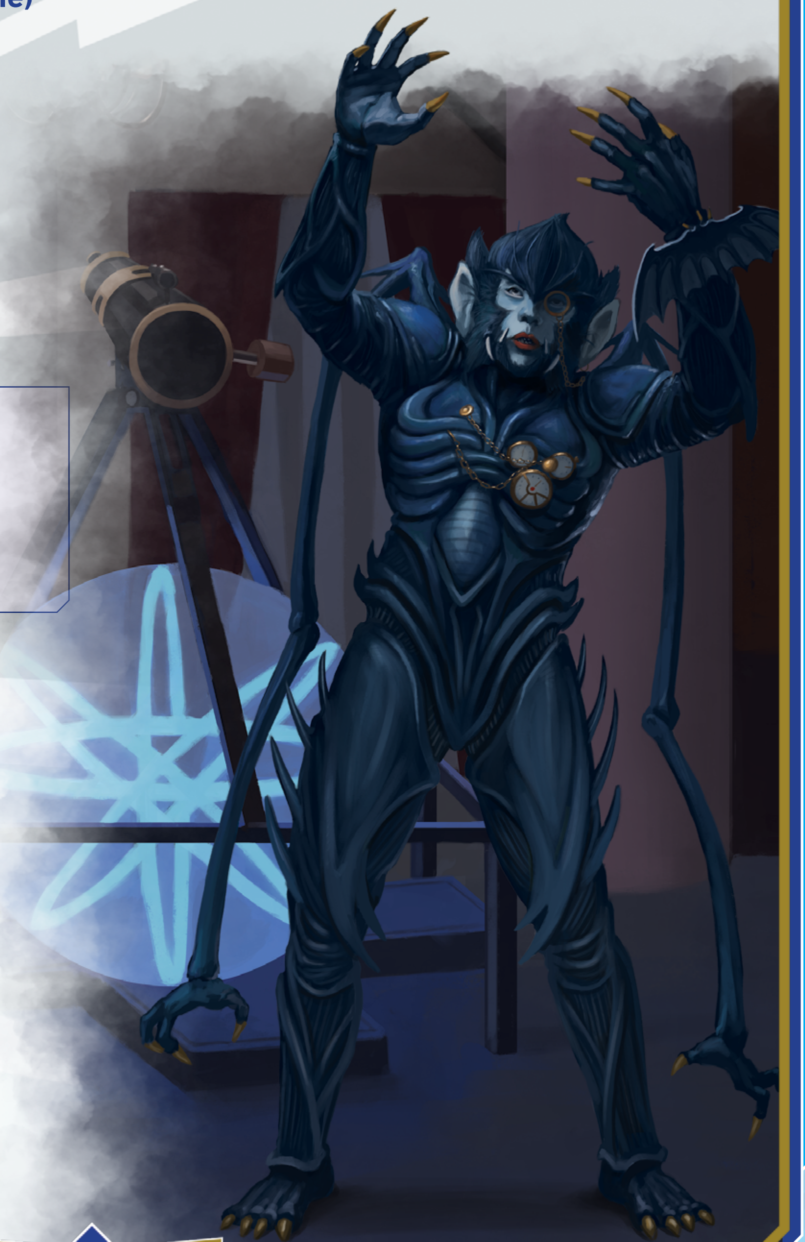
> *"I'm telling you I know what I saw! It was a blue, winged vampire-monkey and a fat, armored goblin being chased by a horseman with a bow through the…. grassy food court!!! I AM CALM! JUST SEND BACK UP!!!!"*

This piece of information reveals that the horse rider the Rangers are chasing is actually on a chase of his own, notably after a pair of **Rita Repulsa's** infamous officers, **Squatt** and **Baboo**. The Power Rangers might recognize them from the guard's description, but a quick **DIF 10 Cultures Skill Test** reminds them about the Lunar Palace's man-at-arms and chief alchemist. While this isn't a necessary piece of information, it could give the Rangers pause before automatically assuming the rider is an enemy.

Any Ranger that stops and asks **Officer Harold Rightmeier** about what he saw can learn the following pieces of information in a hurry:

- *"The monsters ran through the food court, down toward the new wing… the one still under construction."*
- *"The kid on the horse? Sure, everywhere he went things went all Smithsonian and old, but he was at least trying to avoid people. I think he was after those monsters."*
- (If successful in a **DIF 13 Persuasion Skill Test**) *"You want to use my people-mover? Go ahead! It might help you catch them."*

If a Ranger hops on to the officer's people-mover (a standing scooter), that Ranger is now counted as using the Driving skill with a ↑1 dice shift on the last Skill Test.

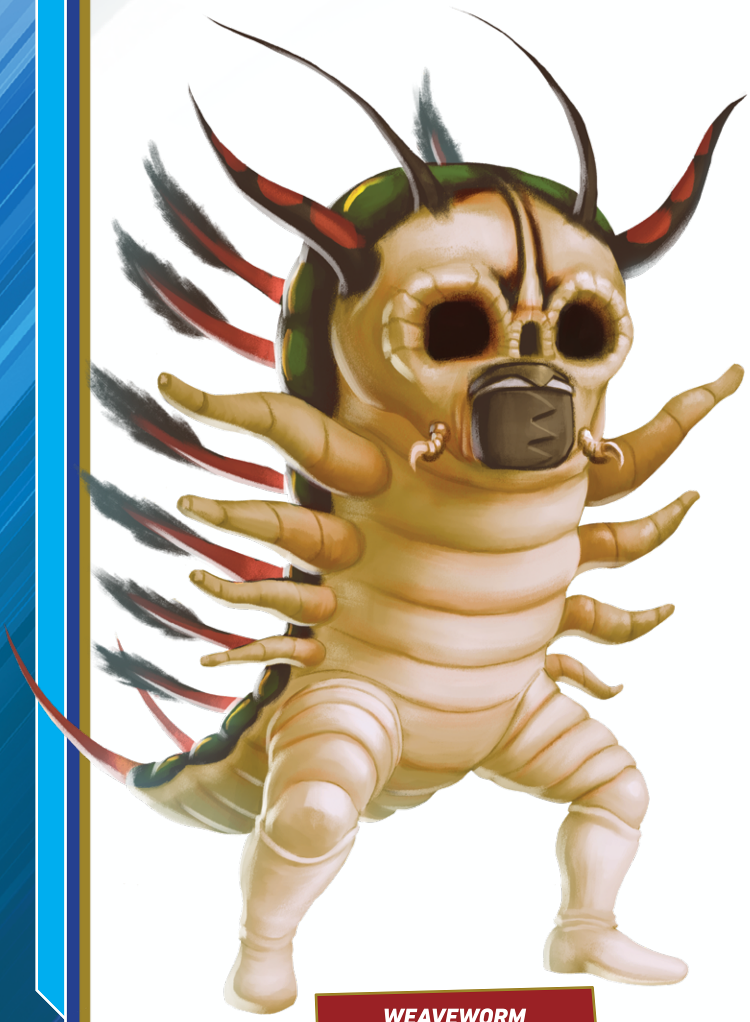


Leap of Faith

The Power Rangers run, ride, or drive through the food court, following the path of tables and kiosks changing from 21st Century commercial outlets to mud-mortared walls, hedges, and grass-topped huts. Their last leg of this chase is a straightforward burst of speed that ends at a balcony overlooking a large construction area.

The Rangers must make one last chase-placement Skill Test:

- If the Power Ranger is sprinting on foot, they finish their chase with a **DIF 12 Athletics (Running) Skill Test.**
- If still mounted on an animal, their final chase moment is marked with a **DIF 13 Animal Handling (Horsemanship) Skill Test.**
- If trying to navigate the transforming food court on a motorcycle, scooter, or people-mover, the last leg of the chase requires a **DIF 15 Driving (Motorcycles) Skill Test.**



WEAVEWORM

If this last test is successful, add the result to that Ranger's running total for chase placement. If a Critical Success, add the result *and* the Rangers gain a Story Point. Failure adds nothing to their total, and a Fumble means they slammed unexpectedly into the time-changing terrain, suffering 1 Blunt Damage automatically.

Once the final chase placement has been determined, use a d6 or similar method to remind the players in what order the Power Rangers arrive at the following scene:

> **As you make your way through the last edges of the food court, you rapidly approach the end of the open part of the mall. Heavy strips of plastic – now partially transformed into vines – cover the exposed balcony in front of you. Shattered wood with a falcon-fletched arrow buried in it and broken barricades with "***Please pardon our dust during construction***" signs lay in shambles on the floor in front of you.**

Ask whoever arrives here first if they wish to proceed through the plastic. Allow the players to choose to wait for the team *or* charge through the plastic on their own to continue their chase. If they choose to charge through, the Combat scene (*The Worm Turns*) begins in earnest. If the early-placed Power Rangers decide to wait for the entire team before entering, consider giving them a Story Point for their teamwork – but ignore the potential Initiative bonuses for chase placement below.

Whether they go through one at a time or together, the following scene unfolds.

As the Rangers move through the plastic sheeting onto the balcony overlooking the large construction area marking the new wing of the mall, the following important facets of information should be described to them:

- The construction area is currently a large grasslands scene surrounded by a mixture of high scaffolding intermingled with several time-changed trees twisted together to create a latticework wall of sorts surrounding a central empty area.
- Squatt and Baboo are climbing up the mixed scaffolding-tree wall on the opposite end of the construction area. Several arrows mark the terrain around where they are climbing.
- The white horse is pacing in circles on the ground.

- Next to where the horse paces, the young man has his bow in hand, taking aim up at Rita's monsters. He is wearing a colorful parka with loose sleeves, a yellow scarf. and a fuzzy hat. The energic analyzer hangs from a strap over his shoulder. His face is square jawed and stern when he looks at the Power Rangers, saying something in a foreign language before pointing at the monsters.

The Power Rangers have multiple options at this point:

- The Rangers can charge into the construction area after Rita's troublesome officers. In that case, skip to *The Worm Turns*.
- Any Ranger can attempt a **DIF 14 Alertness Skill Test** to notice that Squatt is carrying a weird, wriggling, soft-shelled egg of some kind under his arm.
- The horseman speaks Middle Mongolian. Any Ranger can attempt a **DIF 20 Cultures Skill Test** to understand what the horseman is saying. If the Rangers know Modern Mongolian, Mandarin, Tibetan, or Turkish; they receive an Edge and a ↑1 dice shift for each language known to try to understand the horseman. If successful on that test, they can roughly translate the horseman's shouts as:

> *"Rainbow spirit warriors! May you fight better than you ride! Stop the bad spirits – they have the deathworm!"*

The Worm Turns

As soon as any of the Power Rangers move into the construction area, read or paraphrase the following:

> *"Oh no!"* **Baboo shouts frantically, the pair of them climbing onto the top landing of the scaffold. "We have to use it!"**
>
> *"Finster said…"* **Squatt waggles his finger.** *"Emergencies only!"*
>
> *"Ancient archers AND Power Rangers***?" Baboo waves his open hand frantically, "***This IS an emergency!"*
>
> *"Okay, but you're going to be the one to tell him about his new pet***." Squatt cocks back his arm and hurls the egg down toward the horseman. "***WORM your way out of this one, Power Rangers!"*
>
> **The egg breaks at his feet… it bursts into noxious yellow gas and the young man recoils, coughing. Then without warning, something darts out from the smoke, lifting the young man off his feet and slamming him against a wall 10 feet behind him. He is stuck to the wall by a splatter of sticky webbing!**
>
> **Emerging from the noxious fumes is a sickly, wormlike creature … the mandibles near its mouth greedily twitter and drip sticky foulness.**

Any Ranger may make a **DIF 10 Cultures (Grid Lore) Skill Test** to recognize this creature as an early version of one of Rita's monster army, the **Weaveworm**.

The ensuing Combat scene has the following rules in place:

- If the Power Rangers charged into the scene immediately at the end of the chase, they gain a bonus to their Initiative order based on their chase placement: 1st Place gains a ↑3 dice shift, 2nd Place gains ↑2, 3rd Place gains ↑1, 4th Place may re-roll their Initiative skill die, and 5th or lower places gain no benefit.
- The horse rider is tangled up in the Weaveworm's Web Weaving effects. If freed, he makes the following attack each round at Initiative Order 1.
- Horseman's Bow (Targeting (Archery)) +d6; Reach 60/150; Reload (Free Action); 1 Sharp Damage
- The scaffolding is five-levels tall, with there being 10 feet between levels. If the combat moves to include multiple levels at a time, players should use a d6 or similar method to determine their altitude for the purposes of what they can reach or attack.
- At the end of the 2nd Combat round Squatt and Baboo are teleported away, leaving the team to deal with the Weaveworm and the temporal issues of the Angel Gate Mall.

Use the statistics for the ◀ ***Weaveworm*** ▶ on page 171.

If the Power Rangers defeat the Weaveworm, it collapses into yellow smoke and quickly evaporating goo. This allows the team to reclaim the energic analyzer and move the young horseman away from the scene, reverting the temporal changes to the area and prompting the Rangers to reach out to the Command Center to report.

If the team manages to defeat the Weaveworm, they should be awarded a Story Point. If they do so without the help of Strong-Steel (the rider they've been chasing), they should be awarded two Story Points.

If the Weaveworm defeats the Power Rangers, it webs their un-Morphed bodies to the scaffolding and heads off to cause havoc elsewhere (and ends up being hunted down by temporally misplaced Mongols happy to hunt down the 'death worm!'). The team is eventually able to free themselves when they discover Alpha 5 trying desperately to contact them in the next scene.

"I am Temujin. Strong-Steel."

As soon as the team reclaims the energic analyzer from the horse rider, the communications breakage reconnects, and the team can reach out to Alpha 5 (or he can finally get back in touch with them after trying many times before!):

> *"Ay yi yi yi yi!" Alpha 5's voice crackled through your communicators. "Rangers can you hear… there you are! Rangers! The Mechanomantic energy pulse has had a devastating effect on the timespace continuum! We are currently tracking a number of temporal distortions around Angel Grove! These events are currently localized, but the longer they go unchecked the larger the temporal tear they risk! Ay yi yi! You need to reconfigure the energic analyzer to emit a temporal stabilization zone. Also, you will need to modify your communicators to translate the anomalies' languages… because they might not know what havoc their presence is wreaking on Angel Grove! I'm sending you the coordinates of all known distortions now! Hurry before… {Static}…"*

The Power Rangers have two important technological adjustments to make; one to the energic analyzer with a **DIF 15 Technology (Grid Tech) Skill Test**, and one to their collective communicators requiring a **DIF 10 Skill Test** using the same skill.

Once the communicators are translating to and from the horse rider, the following questions and answers can be exchanged, but a **DIF 12 Persuasion Skill Test** is necessary to get him to open up and feel welcome amongst the 'rainbow spirit warriors.'

Q: Who are you?

A: I am **Temujin**. I am **Strong-Steel**.

NOTE: A DIF 22 Cultures (History) Skill Test **connects this to the childhood name of Genghis Khan.**

Q: Why are you here?

A: I was on the steppe, looking for my wife. I turned to see the bad spirits. I think they are responsible for bad things, and I need to chase them away before they can do any evil! I've already chased them from my lands, but I think I've gone too far. I chased them here, but this place is madness! But at least there are still good warriors like you.

Q: What were the 'bad spirits' doing?

A: They said they were looking for something called a Goldar?

Q: Who and where is your wife?

A: I will not name her. I do not want her to hear her name and come looking for me in this land of madness. But I will return to her after we finish what must be done.

Q: Will you help us?

A: I shy away from no challenge. The shaman says I will be a great ruler one day, after many battles. This must be one of them.

Strong-Steel as an Ally

The young warrior helps the Rangers achieve their goals in any way that he can, including whistling to summon nearby horses for them to ride if they wish. He also laughs as he judges them horrible riders. He has a keen eye for advanced weaponry. When the team passes a sporting goods shop, he procures himself a fiberglass compound bow.

Having the eagle-eyed horseman as an ally awards the Rangers with an Edge on Alertness Skill Tests, as long as he is within 20 feet of them. If a character already has an Edge, they receive a ↑1 dice shift instead.

Additionally, in any conflict in which Strong-Steel aids the team, he uses the following attack on his turn.

Compound Bow: (Targeting (Archery)) +d6; Reach 90/250; Reload (Free Action); 1 Sharp Damage

After the team has talked with Strong-Steel, and when the energic analyzer is ready to start emitting the stabilization field, they can saddle up (possibly literally!) and start off toward the next closest temporal anomaly.

Keeping the Lights On

As the team pushes forward toward the next temporal anomaly, which reads in the direction of the Angel Grove electric power plant, the Power Rangers have a chance to see the effects of that disturbance is having on the world.

While the team moves closer to the power plant, the GM should call for an **Alertness Skill Test**, granting a ↑1 dice shift to any character with any levels in Science (Electronics) or Technology (Electronics). The highest result can be applied to the following table, revealing the listed information (and everything below as well).

DIF ACHIEVED	INFORMATION GLEANED
5	A lot of the signs and streetlights along your way are flickering, or are out completely.
10	As you cross the city, there seems to be a lot of stalled out cars, traffic lights that don't work, and other electronic devices breaking down.
12	A number of people you pass are frustrated and angry at their watches, laptops, and even cell phones that are not working. Things are getting worse the closer you get to the power plant!
15	Anything that runs on traditional electricity is either malfunctioning or downright dead – causing all kinds of chaos with this 21st century city.

The information above points out how things based on electricity are all going nuts, and it only gets worse the closer they get to the Power Plant.

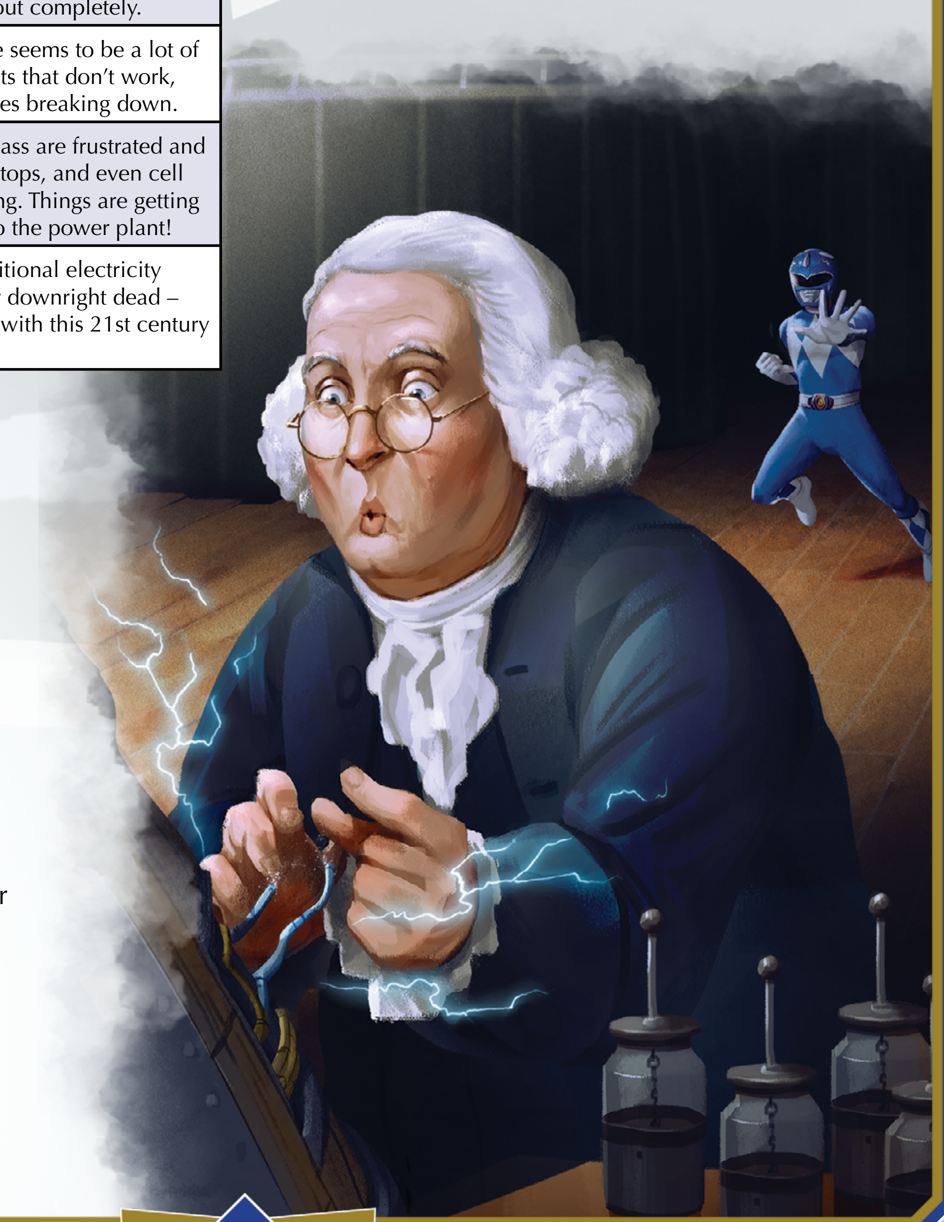
Keeping the Lights On is a quick trip to the Angel Grove Power Plant, where the Power Rangers find a very frustrated and confused Benjamin Franklin. Being transported to this time and place was confusing enough for the American historic figure, but as his presence complicates the timespace continuum at the power plant – the Power Rangers need to help him fix what has happened!

What a Lightshow!

Benjamin Franklin only recently fell through time, landing squarely on the floor of the Angel Grove power plant. When he arrived, along with a blast of temporal dysfunction, the circuitry and control mechanisms of the power plant immediately started to time-change into older wires, transistors, knob-and-cork routers, and so on.

As the current provided by the plant's generators is too strong for older wiring, things began to go… haywire. Sparks, smoke, ozone, and flickering lights filled the power plant. Benjamin recognized some of the problems and – being a natural problem solver – tried to patch the issues. This extended contact saturated the systems with even MORE temporal dysfunction, which caused more time change errors, which made Ben want to fix things even more, and so on.

By the time the Power Rangers arrive at the power plant, the place is in a full-blown catastrophe with one of America's forefathers at the center of it!



When the Power Rangers enter the main floor of the power plant, read or paraphrase the following:

> *"Oh no! Oh no!"* **a man clad in 18th century colonial garb, wearing a blue-white wig singed with soot looks at you through gold-rimmed spectacles on the bridge of his round nose. In either hand he holds a bundle of wires leading to an open – and oddly wood-shuttered – panel on the nearby row of machines.** *"I just can't get the voltage to stay down long enough to patch in the ceramic bulb, and all the filaments keep burning out. None of this makes any sense!"*
>
> **He looks at you with determination in his eyes.**
>
> *"But, as you know, well done is better than well said."*
>
> **He slams the two clusters of wires together… resulting in a small explosion of sparks that knocked him back, away, and onto his backside!**

Benjamin Franklin's actions cause a massive short circuit within the power plant, and the Power Rangers find themselves in front of one of America's most famous historic figures in the middle of a truly disastrous scenario.

Using the power plant map, the GM should set up this unique scene:

- Benjamin Franklin is prone near the center of the map, next to one of the control panels.
- The Power Rangers should all be set up within 10 feet of Benjamin Franklin (unless the GM rules otherwise).
- Four sparking circuit knots should be marked on the generators.
- Set up d2 electrical Fires for each Power Ranger (each one takes up a normal 5ft by 5ft square initially) along the walls and generators.

Benjamin Franklin, the source of these strange time-change anomalies at the power plant, ironically does *not* leave (which helps stabilize the temporal dysfunction) until everything is working again! Once all the fires have been extinguished and the circuit knots have been repaired, the scene can be stabilized with the energic analyzer.

This scene functions similar to a Combat scene, but instead of making attack actions against enemies, they make specific Skill Tests against the dangerous points on the map – while the situation continues to possibly get worse around them!

The Power Rangers all roll their normal Initiative order, showing when, during each round, they get the opportunity to Move and take Standard actions normally. In addition to what the Rangers might try to do on their own ingenuity, the following Standard actions are available:

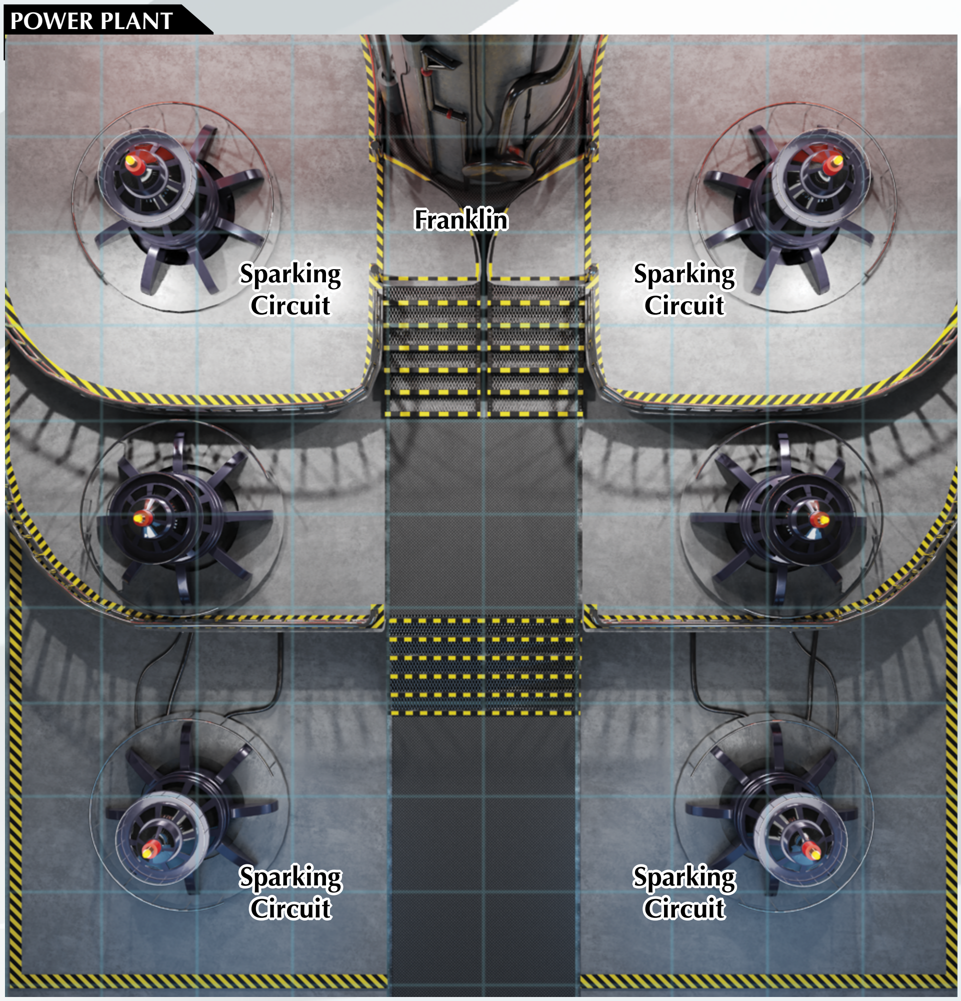
- A **DIF 12 Science (Medicine) Skill Test** on Benjamin Franklin reveals that he is overall okay, despite a few burns from circuit-shocks. Showing that they care for his well-being grants the first Power Ranger to succeed a Story Point (only the first!).
- Each circuit knot can be repaired with a total of 3 successes on **DIF 10 Technology (Electronics) Skill Test** made by adjacent Power Rangers, remembering that Critical Successes count as one extra, as well as doubling the Difficulty. Fumbling this Skill Test starts a new Fire adjacent to the circuit knot in question.
- A single 5ft by 5ft space worth of fire can be extinguished with one success worth of a **DIF 8 Survival or DIF 12 Athletics Skill Test** made by an adjacent Power Ranger. Failure or Fumble inflicts 1 Fire Damage upon the Power Ranger making the attempt.

During this scene, the Power Rangers are fighting against the spread of the electrical fires, represented by the following rules:

- Roll a d6 for each connected group of fires (whether a single 5ft by 5ft space, or several spaces adjacent to one another to form a single chain) at the beginning of each 'combat' round. Each result of 5+ adds another 5ft by 5ft space of Fire adjacent to the group being rolled for.
- After rolling for the spread of fires, roll a d6 for each circuit knot. On a result of 6, place a new fire in an adjacent space to the circuit knot being rolled for.
- If the Power Plant ever contains 30 or more 5ft by 5ft spaces of fire, it becomes too dangerous to remain inside and the Power Rangers must grab Benjamin Franklin and flee.

If the Power Rangers manage to make the Power Plant safe once more, Benjamin Franklin leaves with them, allowing the energic analyzer to stabilize the anomaly. He also goes along with the team as their Ally (see below).

POWER PLANT



If the Power Rangers are forced to abandon the Power Plant due to it being an inferno, Benjamin Franklin falls into a deep depression about what happened and travels with the team – but offers no help as an Ally, but merely stays present so *"he won't cause any more trouble."*

Additionally, if the power plant burns down, the GM should remember to impose rolling brown outs and a reliance of local generators throughout the rest of *Blasted from the Past*.

Benjamin Franklin as an Ally

The American forefather, if made an Ally, stays nearby the Power Ranger team as they continue their journey around Angel Grove repairing temporal anomalies. He constantly wants to understand more about the technology the Rangers wield, and holds the energic analyzer when he can.

Having the clever engineer as an ally awards the Rangers with an Edge on Science Skill Tests, as long as he is within 10 feet of them. If a character already has an Edge, they receive a ↑1 dice shift instead.

Additionally, in any conflict in which Benjamin Franklin aids the team, they may each regain 1 Personal Power at the beginning of the Combat scene.

Story Point: If the Power Rangers manage to rescue the power plant, the team should be awarded a Story Point.

After the power plant is either saved or burns to the ground, the energic analyzer starts to pick up the next temporal disturbance.

The Battle of Granada Hall

The next temporal anomaly sends the Power Rangers and their new ally toward the University District, specifically the area surrounding historic

Granada Hall. Although they have a small encounter along the way (the beta beam is still knocked out by the energy wave distortions), the Rangers might find a way to learn some of the strange things that are happening in that area before they arrive.

If they attempt to do so, call for a **Streetwise Skill Test**, granting up to ↑2 or ↓2 dice shifts based on how they try to access the information. The highest result can be applied to the following table, revealing the listed information (and everything below as well).

DIF ACHIEVED	INFORMATION GLEANED
5	The sound of black powder cannon fire can be heard all over campus.
8	When the wind blows just right, a foul smell… unwashed masses and shallow graves… rolls across the District.
12	The pavement of the streets and sidewalks all over the district have started to change into cobblestones, bricks, and gutter trenches.
15	Students have been posting pics of crusaders battling medieval Putties all over campus on social media, and Granada Hall has appeared in the background of many of them.

Characters travel to the University District to locate the temporal displacement signal (the headstrong Sayyida al-Hurra) and then need to charge directly into battle. There is no chance for strategic or tactical planning because the hot-headed zeal of this young pirate on a mission plunges them directly into battle and she fully believes that she (and they) cannot lose this day. The Rangers are leading the charge at the forefront of a small group of Corsairs following the natural leader, **Sayyida al-Hurra**.

This is a slice of a full-scale battle with soldiers and Corsairs on every side, though, the Power Rangers and Sayyida concern themselves with the most dangerous part of the entire mission by attacking the General of the opposing side – **Knasty Knight**. The team needs to be brave, hit hard, win this war, and get this young Commander out alive. She doesn't leave this battlefield until the day is won!

It's Watching Us...

Before they ever get to the University, the Power Rangers have a different threat to overcome. As the team crosses a few dozen blocks of Angel Grove to get to the University District from Angel Gate, they seem to have picked up an unexpected follower that is far too interested in Strong-Steel's (or the Rangers') horse(s) – a time-changed alley cat who has transformed into a **Sabertoothed Tomcat**!

While the team is crossing the city, they should make periodic **DIF 18 Alertness Skill Tests** to see if they notice the huge predatory cat stalking them. If the Ranger making this test also has any skill levels in Survival, they can receive a ↑1 dice shift to their Skill Test.

As soon as the team is called to make one of the Alertness Skill Tests and more than half of them fail or Fumble, the Sabertoothed Tomcat sees an opportunity to attack – and pounces on whichever Power Ranger scored the lowest on their Skill Test.

Use the statistics for the ◀ ***Sabertoothed Tomcat*** ▶ on page 156.

If the Sabertoothed Tomcat defeats its first Power Ranger, the flash of Morphin Grid energy as they are knocked into their non-Morphed form startles and frightens the beast away – but it might show back up if the GM wishes to re-engage the creature.

If the Power Rangers defeat the Sabertoothed Tomcat by reducing it to 0 Health, the beast is knocked unconscious, prompting the team to use the energic analyzer to stabilize its temporal shift with a **DIF 10 Technology Skill Test**, turning it back into an alley cat.

If the Power Rangers defeat the Sabertoothed Tomcat by making it into an ally, they can choose to stabilize the beast (see above) or keep it as an ally in future Combat scenes. If this happens, the Sabertoothed Tomcat uses the following attack on 'its turn.'

Claws: (Might (Natural Weapons)) +d4*; Reach 10; 1 Sharp Damage

Regardless how the encounter with the Sabertoothed Tomcat finishes, the Power Rangers should arrive at the edge of the University campus.

We Are Warriors... One and All

As the Power Rangers get closer and begin to investigate the University District it feels like an early, warmer than normal, mist-covered morning (time keeps shifting and glitching), so visibility is reduced to about 50 feet. Upon arriving within a quarter mile of the Temporal Distortion signal, read or paraphrase the following:

The Temporal Distortion signal you are tracking is strong and steady. You have no problem zeroing in on the bright beacon amid the University of California, Angel Grove! But as you near the beacon's signal, you notice people, a great many of them students, running out of the morning mist in the opposite direction! Some of them are injured, others covered in soot. One group of dirty, wounded students point towards the university and yell "*HARB!*"

If any of the Power Rangers know Arabic, they recognize that last word means *war*.

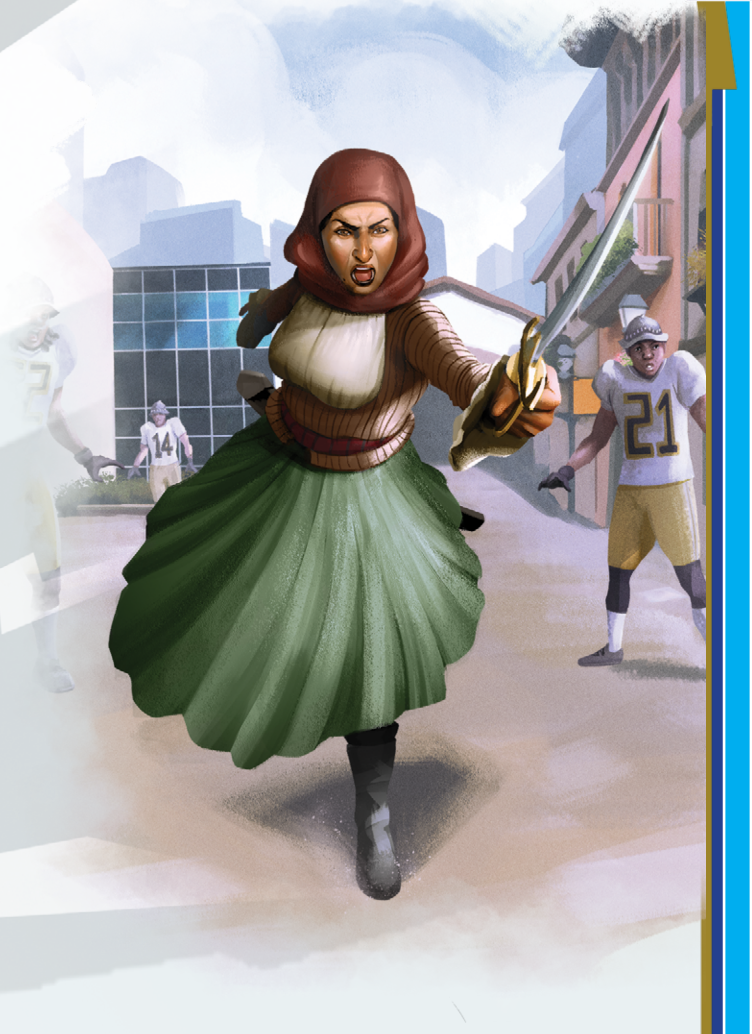
When the Power Rangers continue deeper into the smoke-filled campus, they quickly come across a huge throng of a hundred or more students – many of which are already time-shifting into older garments and are armed with maces, longbows, and more – surrounding a passionate woman clad in 15th century Morrocan clothing.

Sayyida al-Hurra is giving a rousing speech in Spanish to the people of the University about fighting the "*grey-skinned devils*" who are trying to push them from their homes. Her voice is full of passion, intensity, and somehow warmth. If any of the Power Rangers know Spanish as a language, they can understand her well enough, and those who cannot have to rely on their modified communicators to translate.

Sayyida's speech conveys the following pieces of information before the crowd notices the Power Rangers' approach:

- Sayyida fell asleep in Morocco and awoke in this strange land.
- Sayyida was approached by a "lion," and it ran from her when she brandished her sword… just as she raises up her weapon and frighten away those who would terrorize the area along the Mediterranean Sea.
- Sayyida wants the people to rise and battle against the "grey-skinned demons" who "wear the helms and shields of her enemy."
- Sayyida is not afraid, and she does not want the people to fear. In fact, her words have given the assembled people the bonus that all fear-based effects suffer a Snag against them for the following 24 hours.

Sayyida ends her speech by kneeling with her sword, joined by dozens of others within the crowd, claiming that she is looking for one more sign before they "*charge into the lair of the Beast, and retake Granada…Hall.*"



When the Power Rangers get close enough to start attracting attention from the edges of the crowd, the more militant amongst them begin to turn toward them, less than pleasant looks on their soot-smeared faces. It takes most of the Power Rangers (more successes than failures, with Critical Successes and Fumbles counting double) succeeding in **DIF 12 Performance or Persuasion Skill Tests** to convince them the team are here to help and are NOT on the side of the strange Putties.

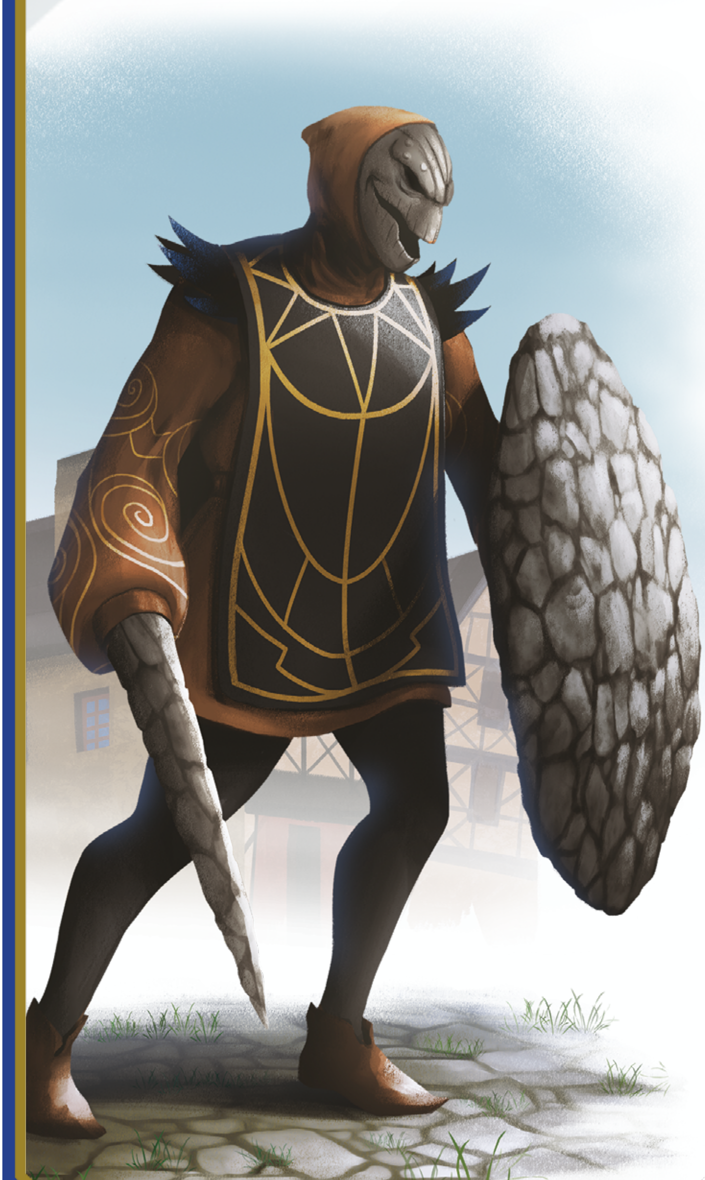
As soon as the crowd is either ready to mob them or is successfully dissuaded from doing so, Sayyida opens her eyes from her prayer, stands up, and leaps onto her nearby ivory-hued warhorse. When she sees the Power Rangers, she holds her sword high and angled toward the campus, proclaiming:

> *"These brave warriors are as clever and mighty as any corsair of the coast! Truly, they are the embodiment of the angels, and this is the sign we need! Follow me! Follow me and I will give you victory!"*

She puts on her helmet and spurs her horse into a trot toward Granada Hall, leading the crowd of time-changed warriors, pirates, and brave students.

Battlezone: University of Angel Grove

It takes several minutes to cross the six blocks or so of time-shifted campus grounds before they collectively reach Granada Hall. The Power Rangers can perform one of a few specific actions at each block crossed, showing the activities of the team as Sayyida leads this band of fighters toward the central location of foes assaulting the Angel Grove university grounds.



The following subsections explain the different actions the team (not individual Rangers) can choose to take as the column advances, showing the possible benefit of performing such an action. In the header for each subsection, it lists how often the team may attempt this.

Bolster the Fighters (2 attempts maximum)

By walking alongside the crowd of fighting folk, intermingling with them and giving powerful words of support (even if they pale in comparison to Sayyida's zealous speech), the Rangers can help get them ready to deal with the **Medieval Putties**. As long as more Power Rangers succeed in **DIF 10 Persuasion Skill Tests** than those who fail (with Critical Successes and Fumbles counting double), the crowd learns a thing or two about fighting Putties.

Success Benefit: The Crowd holds its own better in the *Siege of Granada Hall*, gaining a cumulative ↑1 dice shift on their Skill Tests during that scene.

Help the Wounded (2 attempts maximum)

People in the crowd and those being passed by as the column moves forward are occasionally suffering from minor cuts, bruises, powder burns, and so forth. One or more of the Rangers can take a moment to help give some first aid and general assistance to those in need. As long as more Power Rangers succeed in **DIF 10 Science (Medicine) Skill Tests** than those who fail (with Critical Successes and Fumbles counting double), the crowd is strengthened by their efforts.

Success Benefit: The Crowd gains +1 cumulative bonus Health for the *Siege of Granada Hall*.

Embolden Sayyida al-Hurra (1 attempt maximum)

Sayyida is strong in her pursuit and gives off an air of leadership and inspiration like no one else the Power Rangers have ever seen, but she is still in a strange land and can use a few inspiring words to push away doubt in her new allies. As long as more Power Rangers succeed in **DIF 12 Persuasion Skill Tests** than those who fail (with Critical Successes and Fumbles counting double), Sayyida goes from respected leader to unshakeable pillar of zeal.

Success Benefit: The Power Rangers can consider Sayyida an Ally of the team immediately instead of waiting until after the *Siege of Granada Hall*.

Pick Off Putty Stragglers (3 attempt maximum)

Sayyida's column to Granada Hall is not subtle, and it is being occasionally assaulted from the edges by Medieval Putties looking to inflict a little damage upon them. The Power Rangers can use their ranged weaponry (Blade Blasters, Power Bow, etc.) to take shots at Medieval Putties occasionally lurking in the terrain the column passes. For each time this is attempted, one Power Ranger makes a **DIF 14 Targeting Skill Test** – success granting the benefit below.

Success Benefit: The **Putty Defenders** starts with 1 less Health for the *Siege of Granada Hall*.

Silence the Six Pounder (1 attempt maximum)

There is a time-changed cannon down one of the side streets from the column's advance, and the Power Rangers can see that it is occasionally shelling the areas where Sayyida is taking the crowd. The Power Rangers can, as a team, quickly break away from the group and chase the cannoneer Putties away in short order. As long as more Power Rangers succeed in **DIF 12 Finesse or Might Skill Tests** than those who fail (with Critical Successes and Fumbles counting double), the cannon ceases to operate.

Success Benefit: The team gains 2 Story Points.

Once the Power Rangers team have attempted 6 blocks' worth of the above actions, Sayyida and her pirate crew have made it to the parking lot/village town square directly in front of Granada Hall.

Siege of Granada Hall

The entire area in front of the historic Granada Hall has been nearly fully transformed into a 15th century Andalusian townscape. Several university buildings are now made of stacked stone, tarred wood, and support dozens of arched glass windows. Some of these buildings billow columns of smoke from fires that have broken out, giving the whole area a hazy, overcast feel.

The massive building in the center of the cobblestone square, formerly Granada Hall, is now a castle type building surrounded by a palisade of toppled carts, stacked bicycles, and barricades. Behind the barricades the opposing army can be seen – a collection of **Medieval Putties** wearing medieval helmets, wielding sharp swords, and defended by stout shields bearing Lord Zedd's stylized image.

As the scene begins, read or paraphrase the following:

> **Sayyida al-Hurra spurs her horse into a full gallop, charging further ahead of the column, heedless of any danger. She leans low in her saddle to scoop up a football banner on the end of a long, broken wooden flag post. This red flag sports the image of two rainbow wings on a red field. The team symbol of the University of Angel Grove "Angels."**
>
> **She admires the red banner held high in the air, plunging bravely into the enemy, her dazzling charger bowling over and aside many surprised Putties. She draws her sword and lets out a battle cry as the ranks of the enemy close in around her…**

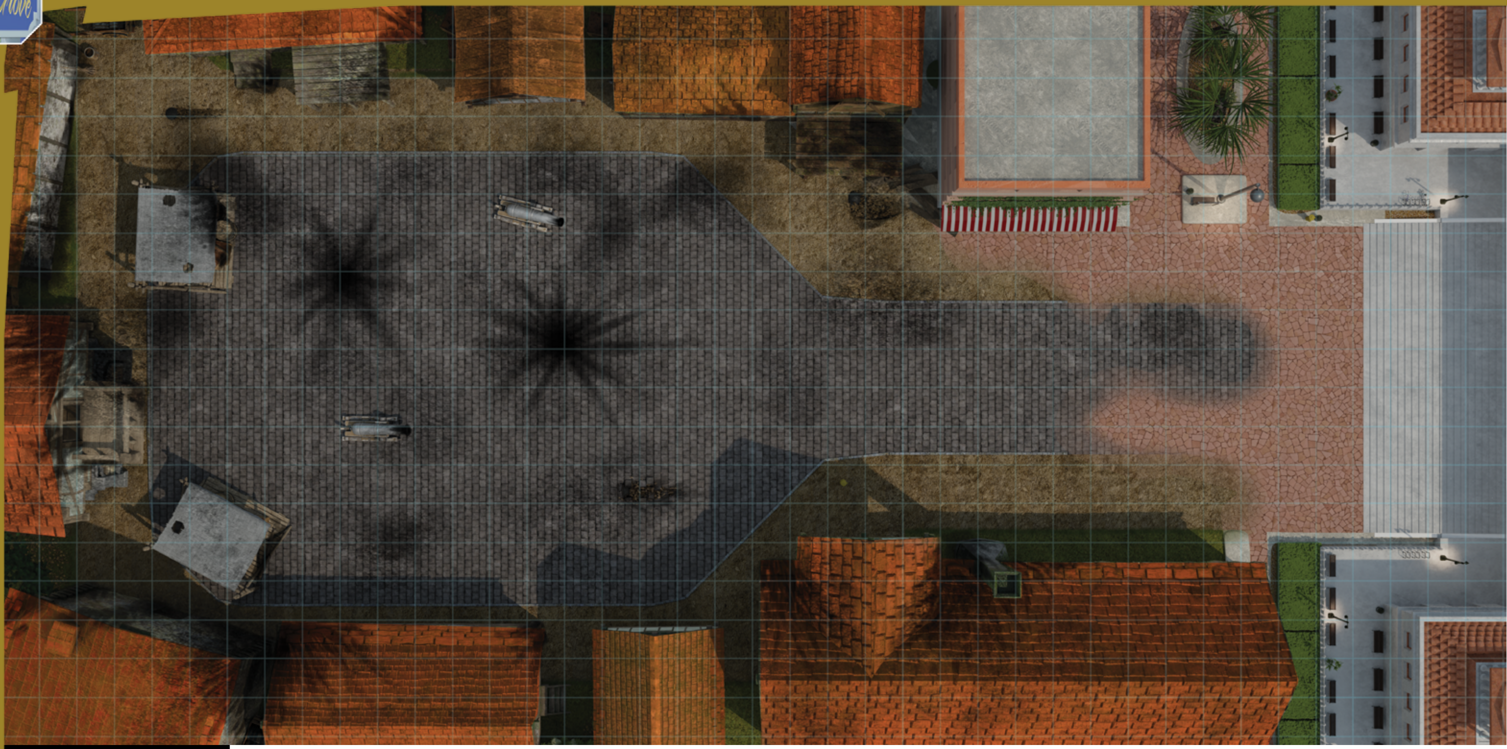
This encounter event is a form of special Combat scene that focuses upon the Power Rangers dealing with several Medieval Putties directly, while a more figurative battle between Sayyida's Corsairs and the Putty Defenders occurs.

There are 2 Medieval Putties for each Power Ranger (and Ally) in the Combat Scene. The Medieval Putties and Power Rangers roll their Initiative order normally, but any Allies (Strong-Steel and potentially the Sabertoothed Tomcat) perform their specific attack actions at the end of the round (effective Initiative 0), targeting the closest enemy to their location.

After each Combat round, before the next round begins, the Corsairs and the Putty Defenders groups battle one another in a special 'one on one' fight that has each side make an attack attempt upon the other.

These groups have abridged statistics that represent a much larger number of combatants, their morale, and collective ability to continue to do battle. In this instance, the presence of Sayyida al-Hurra with the Corsairs allows them to roll their attack first and apply its effects before the Putty Defenders counter-attack.

Use the following statistics for the two **Mass Conflict** groups:



GRANADA HALL

The Corsairs

HEALTH: 8 **DEFENSE:** 12

ATTACK ROLL: d20+d2; 1 Damage

Leadership Special: Sayyida al-Hurra allows this group to fight and apply its effects before any other combatant groups in this Mass Conflict.

The Putty Defenders

HEALTH: 10 **DEFENSE:** 13

ATTACK ROLL: d20+d4; 1 Damage

Leadership Special: None; this group has no leader present.

Use the statistics for the ◀ ***Medieval Putties*** ▶ on page 149.

If the Medieval Putties defeat the Power Ranger team, they join in with the Mass Conflict, adding +1 Health to the Putty Defenders group, but continuing the Mass Conflict as normal. If the Power Rangers defeat the Medieval Putties, they may then – as their turns – individually attack the Putty Defender group, but inly ever inflicting 1 Damage when successful.

The Combat scene ends, officially, when one of the two Mass Conflict groups is brought to 0 Health and is defeated.

If the Corsairs are defeated, Sayyida is thrown from her horse, the Angels pennant falls to the muddy cobblestones, and the crowd disperses in a panic. The Power Rangers may immediately spend a Story Point to fill themselves with angry vigor over the sight – replenishing 2d2 Health on each Power Ranger for the next scene.

If the Putty Defenders are defeated, Sayyida lets out a triumphant cry, hops off her horse, and waves the pennant with great pride – answered by a cacophony of cheers from all around. The sight of this historic icon in her victorious element fills the Power Rangers with renewed strength, replenishing up to 3 Health on each.

The battle is over only momentarily, beginning again with the following scene.

Sayyida al-Hurra as an Ally

Having the fervent and fiery Sayyida al-Hurra with the Power Rangers as an ally gives them an Edge on any one Athletics, Brawn, Might, or Finesse Skill Test as long as she is within 20 feet of them. This bonus can be used only once per scene, per character. If a Ranger already has an Edge on that Skill Test, they receive a ↑1 dice shift as well.

Additionally, in any conflict in which Sayyida aids the team, she uses the following attack on his turn.

Kilij of the Seas: (Finesse (Swords)) +d8*; Reach 5; Mystic Force artifact; 1 Sharp Damage; Critical Effect: Gain 1 Story Point

Something Knasty This Way Comes

Seeing either the rabble below celebrating their win over his warriors, or the Power Rangers rising up against their defeat (based on how the last scene ended), a powerful monster in Zedd's interstellar army called the **Knasty Knight** is about to handle things on his own.

Leaping down from the tallest parapet of the time-changed Granada Hall, the heavily armored warlord lands in the middle of the town square with an explosive impact. Cobblestone chunks and mud spray all around, scattering Sayyida's supporters and sending the crowd scrabbling away from the monster, and it roars at the Rangers:

> *"No magic here to defend you, no wizards, and not even Zordon's lackeys will stop us this time. Time… ha! This TIME… get it?"*

Knasty Knight attacks the Power Rangers immediately. There is no getting around his assault; he wants to turn this scene into a decisive victory in the name of his liege, Lord Zedd.

Use the statistics for ◀ ***Knasty Knight*** ▶ on page 145.

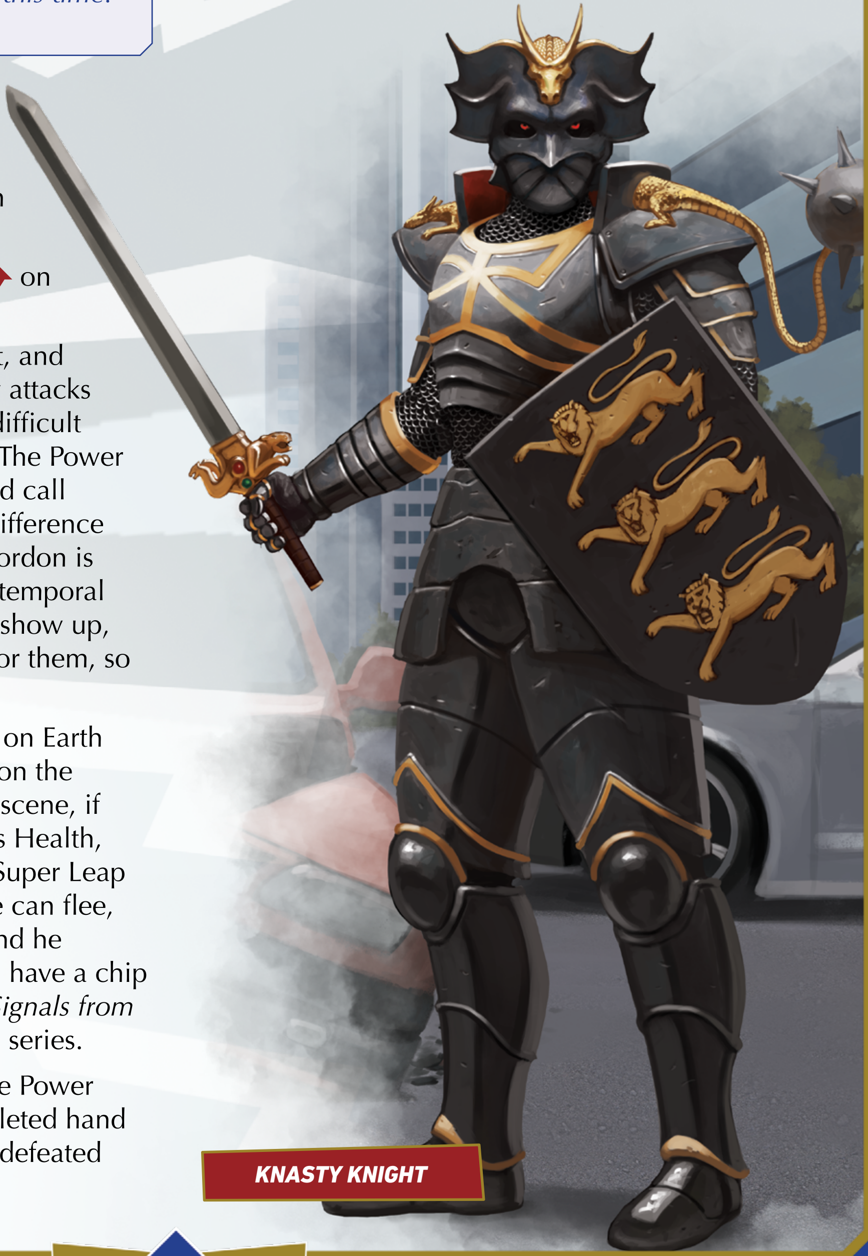
Knasty Knight is a powerful opponent, and the Power Rangers (even with their Ally attacks at the end of the rounds) likely have a difficult time overcoming the mystical warlord. The Power Rangers might even feel like they should call upon their new Zords to make up the difference in strength, but Alpha 5 explains that Zordon is not through shielding them against the temporal changes. He worries about what might show up, should they tap into the Grid and call for them, so they are currently unavailable.

The mystical monster has more to do on Earth than just wreak a little temporal havoc on the University District. During the Combat scene, if Knasty Knight begins its turn at 3 or less Health, he flees the area immediately with his Super Leap power. If reduced to 0 Health before he can flee, a red-rimmed portal opens at his feet and he vanishes. Either way, Knasty Knight will have a chip on his shoulder when he reappears in *Signals from XJ7-19*, in the last part of this adventure series.

If Knasty Knight manages to defeat the Power Rangers, he grabs Sayyida in one gauntleted hand and lift her up, bragging about how he defeated one of Earth's greatest warriors. His gloating rekindles the fury in any remaining Corsairs or warriors in the crowd once more, and they begin to charge into the town square to save Sayyida. Such a display pushes Knasty Knight into fleeing again, just as above – but this time with some bragging rights when he appears again later.

Once Knasty Knight leaves the area, one way or another, Sayyida addresses the Power Rangers:

> *"That thing said many things, and lies are his tongue, but one thing I know I can trust. This is not my homeland, but I vow to save it from these invaders… my will, my sword, is yours."*


KNASTY KNIGHT

Sayyida al-Hurra joins the Power Rangers team as it follows the analyzer's signal toward the next temporal anomaly. As the team, and the stabilization field, moves away from the University District, the time-changes there begin to shift back to normal. The Power Rangers have every bit of proof that they are doing the right thing, and that it is setting the world right again.

Story Point: If the Power Rangers managed to defeat Knasty Knight, the team should be awarded a Story Point.

Before and Aftershocks

The last, and seemingly strongest, temporal dysfunction registering on the energic analyzer is unfolding in Fielding Park. While Zordon and Alpha 5 are nearly done preparing the Morphin Grid to repair this timespace damage, the Power Rangers and their assembled allies from across time must show up and join **Sacagawea** in circumventing a number of dangers from the recent past and one possible future.

The Rangers travel to Fielding Park investigate and secure new temporal displacement signals (The first being the young woman Sacagawea and her 1-year-old son. The second comes looking for them!). They immediately discover that whatever is happening in Angel Grove's favorite park is bigger than they realized! As they pierce the muggy, murky mists that envelope the park, the Power Rangers discover they have stepped directly into an overgrown nightmare of prehistoric proportions. They make their way to the brave young girl who has been leading terrified park goers to safety only to come face to face with the next temporal dysfunction monsters from the past AND future. They need to make important decisions and use their full force to fight and set the timeline (and Angel Grove) back on course!

This final scenario finally makes use of the team's Zords, so the GM should make sure they are fully made and ready to go before the final battle!

Through the Wild Places

For Sacagawea, it is still 1806. She is far-scouting well ahead of the encamped Corps of Discovery army of Captain Lewis and Captain Clark. She is 2 days ahead of the army, along with her 9-month-old son Jean Baptiste, who is tied to a cradleboard on her back. As she made her way through this strange new wilderness, she began to notice two things: One, it has become unseasonably hot and humid and two, she can see four oddly-dressed people hiding from… something. This is the first of four groups she ends up leading to safety out of Angel Grove's Fielding Park. No easy feat, considering that the park itself has been turned back about 175 million years, into a Jurassic/Mesozoic nightmare…

But for Sacagawea, this is yet another day. Another day in the wilderness. Another day of leading others to safety. Another day, needing to survive, for both her and her child.

Fielding Park is ground zero for the biggest of the Temporal Dysfunctions. The temporal energy is turning the tame Angel Grove park into a jungle from the Jurassic period from some 80 million years ago. During the day, it is easily 100°F and 100% humidity, even in the shade. The plants are changing into prehistoric, larger than usual varieties, as has some of the fauna of the area.

Angel Grove Emergency Services are stretched thin across Angel Grove, but what services there are here have been set up to deal with the numerous reports of strangeness, missing persons and injuries from those lucky enough to escape the park! It is unknown what is causing the injuries or the disappearances.

As the Power Rangers begin to weave their way into the time-changed, overgrown, Fielding Park, their communicators crackles to life:

> *"Ay yi yi yi yi! Rangers? Do you read me, Rangers!? We were so worried! Thanks to your suppressing the majority of Temporal Distortions around the city, communications are coming back online! But Rangers! Zordon and I are configuring a temporal theta beam to send the anomalies that you have collected back to when they belong! We will deliver the beam via satellite when it is ready, but in the meantime, get to the dysfunctions in Fielding Park and contain them! This one seems to be growing at an alarming rate! Be careful Rangers!"*

Asking the Locals

If the Power Rangers stop and ask any of the emergency services workers (EMTs, park police, etc.) if they have seen anything out of place, they explain that many of those who have made it out of the park since it became so monstrous were shepherded out by a young Native American woman carrying a baby on her back! At least 7 people at the Emergency Services tent credit her with getting them out alive.

Two of the survivors even managed to take selfies with her. In the photo she appears confused as she squints annoyed in the photo. She appears to be wearing 18th century Native American travel attire. A successful **DIF 15 Cultures (History) Skill Test** suggests that the clothing she wears may be in the Shoshone or Hidatsa nation's fashion; focusing on a beaded necklace of a bird made of bright pink beads on her upper chest. One of the people that were rescued had the presence of mind to get her name: Sacagawea. Although that person believes that she was just an AMAZING cosplayer!

The GM should ask for a few **DIF 10 Survival Skill Tests** to have the Power Rangers find their way deeper into the park – following several different tracks and signs of life beyond that what is normally in a California relaxation park.

Shhh! You're Not Alone

After traveling into the park for quite a while, the Power Rangers find a large clearing that has been stamped down flat by a large beast or several smaller ones. Right before they enter the clearing, the Ranger with the highest (or a random one if the GM wishes) Alertness skill level feels the small **ping** of a pebble bouncing off their helmet. When they turn to look at what threw the small stone, they see the young Native American woman expertly hidden in the underbrush. She looks at the Ranger and whispers, *"Shh! You are not alone."*

The Power Rangers can then choose to move into the clearing quietly, with a DIF 13 Infiltration Skill Test to avoid being noticed. If they take any other actions however, the clearing explodes with a group of ambushing **Putty Patrollers**!

There are 12 Putties that jump out of the underbrush and tree canopy in order to attack the Power Rangers!

During the Combat scene, Sacagawea remains hidden in the underbrush – but she ends every Combat round by making a single attack using the following statistics:

Musket: (Targeting) +d6; Reach 45/100; Reload (Move Action); 1 Ballistic Damage

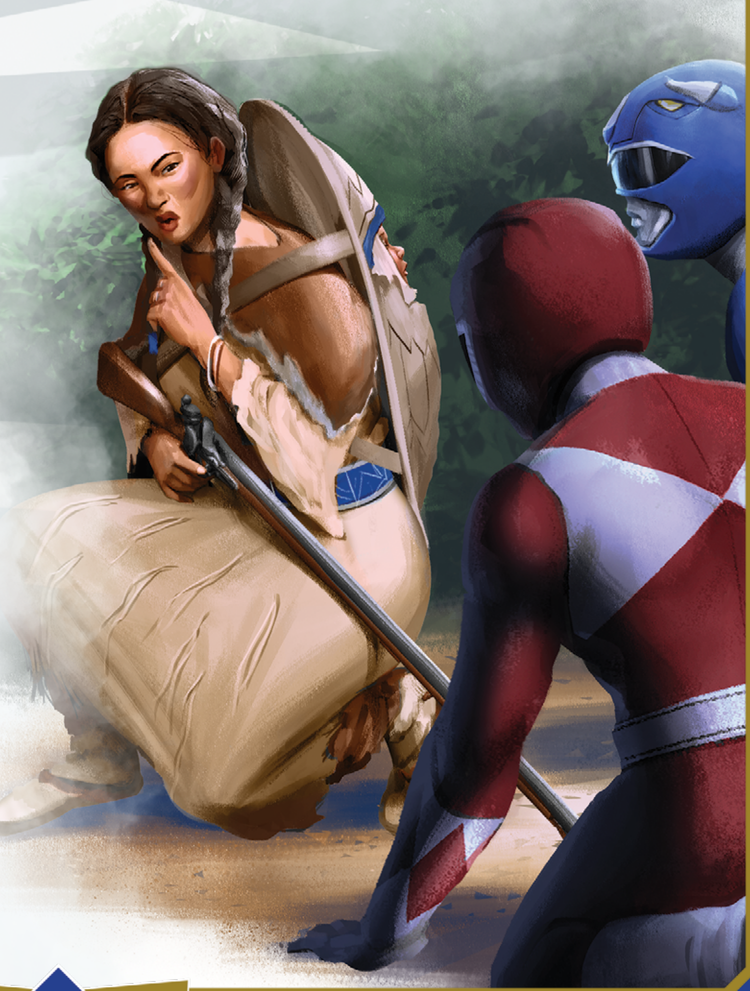
If the Putties defeat the Power Rangers, there is a terrible roar from elsewhere in the overgrown park – and the Putties bounce away toward the sound. The GM should note how many Putties flee the scene (as they appear as minions in the battle against **Silver Horns**).

If the Power Rangers defeat the Putties, Sacagawea emerges from hiding and immediately tells the team a simple missive that falls in line with their normal goals: "There are more people in danger. Come help me save them!"

It's Not Safe Here. Go!

Sacagawea leads the Power Rangers to a group of frightened park goers – Angel Grove citizens covered in scratches, dirt, and sticky sap – who are huddled in a large, hollowed out tree trunk. Thick, humid mists roll in from all around, and when she gathers the citizens together to move them, they see the Power Rangers for the first time and exclaim, *"Power Rangers! We're saved!"*

While they shout their happiness at seeing the local heroes, Sacagawea gives them all a stern look and hush them – pointing her musket out into the mists. "*Quiet! We are being hunted*!"



In the minutes during her forced pause, the Power Rangers can (quietly) ask her about herself or her situation. If they do so, she responds barely above a whisper – her eyes never leaving the iron sights of her gun aiming out into the unseen perimeter. Some sample questions and answers are as follows:

Q: Who are you?

A: Sacajawea.

Q: Who's the baby?

A: This is my son, Jean Baptiste. If you don't keep your voice down, he will not see his first birthday.

Q: What's with the gun?

A: The soldiers of the Corps of Discovery use them. I dislike it, but I will protect my son.

Q: Where are you from?

A: East. But we are here now. This is not the Rockies. This is not Shoshone land. This place is dangerous, and we must help each other.

Q: Do you know what's out there?

A: "Great hunters, with great teeth. They will take us if we are careless. We must, together, survive."

After she answers three questions, she nods at the group and quickly moves out into the mists, saying, *"We must go now."*

The Power Rangers can, as they follow Sacagawea through the overgrowth, make their own **Alertness Skill Tests** to gain some information about the wilderness surrounding their journey.

DIF ACHIEVED	INFORMATION GLEANED
5	It's quiet… too quiet…
10	*thip-thump, thip-thump, thip-thump*… You hear that? That is something moving fast nearby.
15	You hear the solid pounding of running feet approaching… not human. Too fast. But… something else… a low, almost subsonic bass… growl…? A sound that makes you involuntarily hold your breath while your mouth goes dry. It's close.
20+	You hear that *thip-thump* running approaching fast. Something you haven't seen may have already seen you. You are becoming aware of something else. thuup… thuup… thuup… Something big. You feel it through the ground. Sacagawea locks eyes with you as if to say, "Do you hear that!?"

If the Power Rangers Critically Succeed on the test above, they know to look in the low branches of the trees for threats – and gain an Edge on the following scene's Initiative roll.

Jurassic Spark

Sacagawea freezes just in time for a large animal to burst out of the underbrush.

Something dark rushes out of the mists, the Power Rangers catch a glimpse of something tall, then it's gone. The dark thing in the mist seems to turn towards the team, then out of the mists it comes…

An ostrich. This glorious, 7.5-foot tall bird comes to a stop 10 feet in front of the team and peers at them cautiously. A golden name plate on a golden chain sits around its neck. It reads, *CLANCY*. The creature appears to be agitated and on high alert. Allow the characters to take a breath, react, or ask *"What the heck?"*

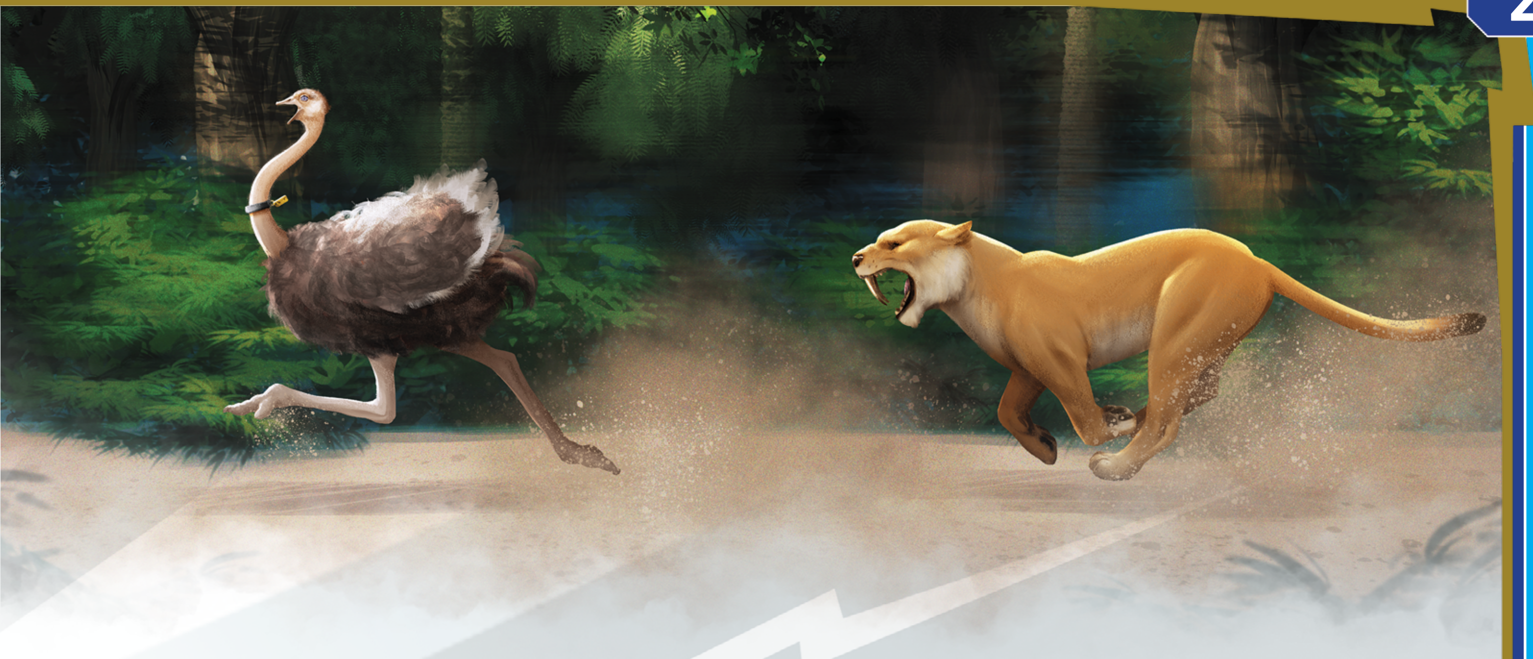
Clancy is something of a phenomenon and celebrity around Angel Grove after his escape from the Angel Grove County Fair (an event that happens in the Power Ranger's *A Glutton for Punishment* adventure). If the characters have reason to, they may already have met Clancy, they may have history with him. If so, the Power Ranger with the closest history with the animal (or the highest Animal Handling skill level) gets Clancy's "head hug blessing" (Clancy resting his head on their head for a moment) before the next part of the scene.

Just when the team has taken a few breaths and think everything is safe, read or paraphrase the following:

> **In an explosion of feathers, claws and gold spotted fur… Clancy bursts past all of you in a flash. Launched from the tree above, 600 pounds of tooth and claw have sent him running! A monstrous 12-foot-long prehistoric great cat now stands before you! It snarls in agitation as it watches the ostrich disappear into the mist, then it turns its attention your way…**

For the ensuing Combat scene, use the statistics for the ◀ ***Sabertoothed Tomcat*** ▶ found on page 156.

During the combat, Clancy the Ostrich cannot be held or restrained successfully. With all the adrenalin and survival instinct pumped up to maximum levels she disappears into the mists, hopefully to be met in future adventures!



There are only three Combat rounds with the Sabertoothed Tomcat before the commotion draws a bigger threat to the area. During these initial three rounds, Sacagawea takes the citizens to safety – returning to help with her musket at the beginning of the next 'stage' of this Combat.

At the beginning of the fourth Combat round, read or paraphrase the following:

> **The cat's snarling face freezes, suddenly turning from predatory rage to shifting awareness. Then, before it tries anything else toward you, it turns and flees off into the mists, long tail flicking at the edge of visibility.**
>
> **The underbrush explodes in a shower of fronds and leaves, a towering blue and silver humanoid topped with a row of long, sharp horns across its shoulders and a single blazing eye in its chest stomps into the area.**
>
> *"Yee haw, Rangers!"* **the creature clacks its twisted metal claws,** *"Let's play a little game called extinction!"*

The creature is one of Zedd's monsters from the future, **Silver Horns** (along with any leftover Putties from earlier in the park), and he has been drawn here to crush the Power Rangers of today – so they won't be able to stop Finster's plans in the future.

This is a battle where the Power Rangers and their Allies must fight against a more difficult opponent for a few Combat rounds – until the sound of combat draws the apex predator of the transformed park to the scene!

Use the statistics for ◀ ***Silver Horns (Normal Size)*** ▶ on page 161.

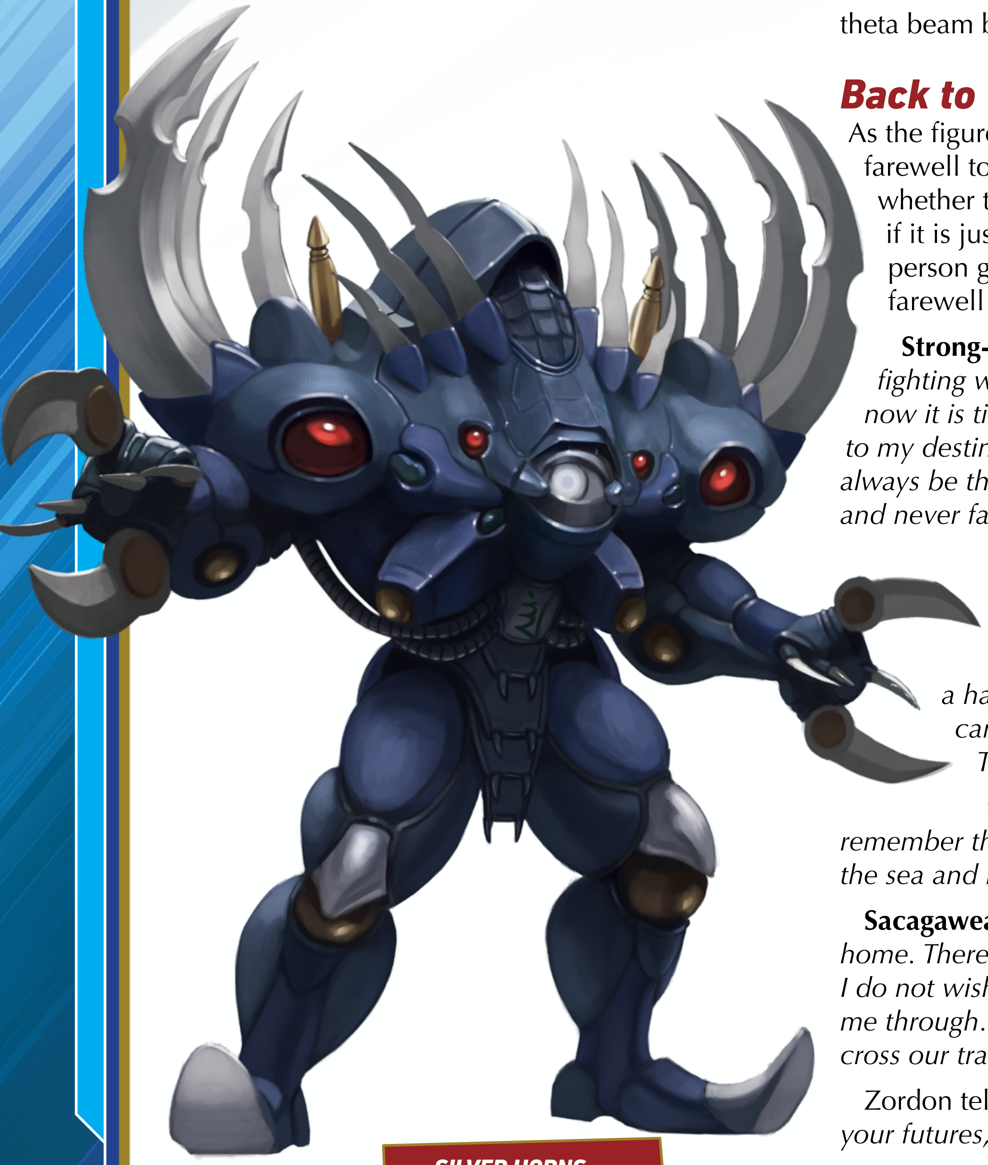
After three rounds of combat with Silver Horns, the ground shakes, and the real threat of the area enters the scene:

> *"What the?"* **the monster grunts, turning its crimson eye to the edge of the clearing – just in time to see the tree line burst open, trunks snapping like kindling as a massive bipedal dinosaur stomps onto the scene. Like a child with a toy, the giganotosaurus grabs Silver Horns and flings him away, over the tops of the trees**…*"Dagnaaaaaabbbbbiiiit!!!"*
>
> **The dinosaur turns its hungry gaze toward you, four stories of predator shimmering with temporal dysfunction.**
>
> *"Great news, Rangers!"* **Zordon breaks into your communicators. "***The theta beam is ready to start transporting the anomalies back to their regular temporal locations, but that giant anomaly is scrambling the targeting matrix. You have to defeat it if we are to fix the temporal disturbances, but you won't have to do it alone…"*
>
> *"Because your Zords are ready!"* **Alpha 5 interrupts. "***Call upon their power and put that monster in its place!"*

Due to the nature of the scene, the Power Rangers do not have to wait the normal prerequisite time for their Zords to answer the Call to Action – they answer on the following Combat round automatically!

Use the statistics for the ◀ ***Giganotosaurus*** ▶ on page 136.

If the Giganotosaurus defeats the Power Rangers, it starts stomping its way toward downtown Angel Grove. It causes several hours' worth of damage to the city before Zordon eventually manages to send it back to its own time with a modified theta beam. If this happens, all Social interactions the Power Rangers have with Angel Grove citizens in the following Adventure Series, *Dirge of the Dragonzord*, suffers a ↓1 dice shift due to everyone losing faith in the Power Rangers as a whole.



SILVER HORNS

If the Power Rangers defeat the dinosaur, Zordon suggests the Rangers *"step back, away from the beast!"* and a dazzling purple beam of energy splits the clouds and envelopes it – sending it back to its normal time.

When the threat passes, Zordon urges the Power Rangers to say their goodbyes to the temporal anomalies – as the theta beam sends them back to their own timespace locations very shortly.

What Happened to Silver Horns?

The Power Rangers might be curious as to what happened to Silver Horns after the Giganotosaurus threw it out of the Combat scene. He doesn't take part in the adventure again, unless the GM feels that the team needs a new threat to appear – otherwise it can be considered to have been returned to its place in the future when Zordon's theta beam became fully operational!

Back to Your Futures...

As the figures from time and space line up to bid farewell to the Power Rangers, unaware as to whether they remember what has happened or if it is just a hazy dream lost to history, each person gives a heartfelt (in their own way) farewell message:

Strong-Steel: *"It has been good riding and fighting with you rainbow warrior spirits, but now it is time to return to my wife, to my people, to my destiny. You have shown me much, and I will always be thankful for it. May you remain strong, and never fall from your steeds."*

Benjamin Franklin: *"I still have so many questions. Was this real? Is THIS the America we fought for? Will I be remembered, and what for? Is this all a hallucination from the lightning strike? I can't wait to tell David and the Marquis. They'll never believe me…"*

Sayyida al-Hurra: *"I will always remember the angels that Allah sent to aid us, but the sea and my people call to me. It is time to go."*

Sacagawea: *"Please. My son and I must return home. There are many who will be worrying, and I do not wish to keep them. Thank you for helping me through… whatever this has been. May we cross our tracks again someday."*

Zordon tells them *"Farewell. I wish you success in your futures, and thank you for your part in saving* *ours."* The theta beam sends them away, repairing the temporal dysfunctions surrounding them, and giving the Power Rangers a chance to return to the Command Center.

Sorting Out the Data

The Power Rangers have returned to the Command Center with their data-rich energic analyzer, plus everything they saw with their own eyes and experienced for themselves. It is now extremely apparent to Zordon and the Rangers that the mechanomantic energy wave was far more than just a random event – and these events were probably just the beginning of what could go wrong in Angel Grove on its account.

It Cannot Be Too Late to Answer This Question

Through debriefing and data collation, the following things can be determined to be true (at least as far as everyone currently understands):

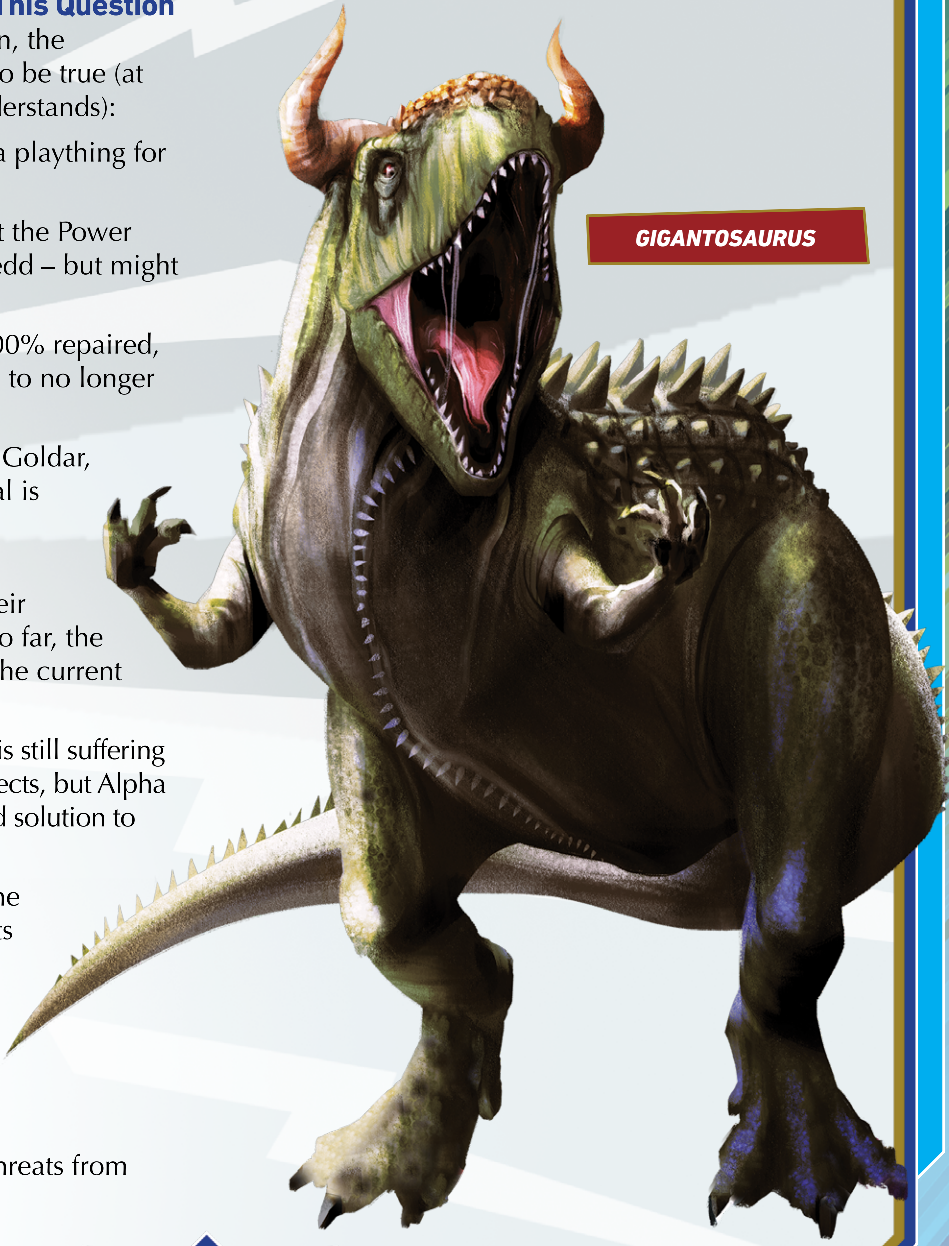
- Time and space are being used as a plaything for some alien threat.
- The threat in question knows about the Power Rangers, Rita Repulsa, and Lord Zedd – but might not be allied with them.
- The timespace continuum is not 100% repaired, but it seems stable enough for now to no longer be deteriorating.
- Rita's officers were still looking for Goldar, meaning that her monstrous general is still missing.
- It is unknown whether or not the timespace anomalies remember their time with the Power Rangers, but so far, the history books seem unchanged in the current timeline.
- The beta beam teleportation system is still suffering from the energy wave's distortion effects, but Alpha 5 thinks he has come up with a good solution to repair it fully. Maybe.
- The Power Rangers should be on the lookout for other objects and events that seem out of place in time and space – it could be a warning of bigger things to come.

Rewards for Completing Blasted from the Past

The characters have battled against threats from across time to save Angel Grove from a twisted, temporally dysfunctional nightmare. The Morphin Grid has been strengthened by their actions, and should be advanced to their 4th Role Level immediately.

While they have had the chance to operate their new Zords in one of the encounters in this adventure, they still need some practice with the great machines – including perhaps some holographic training in the Command Center between this adventure and the next, where their Zords are used even more.

When they are ready, and you have prepared yourself for the next part of this adventure series, the team may begin *Dirge of the Dragonzord*, part 3 of *Adventures in Angel Grove*.


GIGANTOSAURUS

Part 3:
DIRGE OF THE DRAGONZORD

Angel Grove just cannot catch a break with all of these strange happenings. The last few days of weirdness across the area have thrust the new Power Ranger team into the spotlight while their veteran comrades are still missing in action, and the people of Angel Grove have begun to recognize and show them their support.

But they are not the only ones who are noticing the rise of the new Rangers – and the absence of the others.

Dirge of the Dragonzord, the third in this four-part Adventure Series, is the continuation of the story surrounding a mysterious energy wave and the oddities that have been occurring in its wake. The Power Rangers have been tested against curiosity, confusion, and the tumultuous ripples in time and space the energy wave has caused – but now it is time for them to defend Angel Grove and their own Morphin Grid assets from those looking to take advantage of the chaos and the absence of its primary protectors.

Team Tested

This segment of the Adventure Series is the first traditional outing for the fully functioning Power Ranger team. They have worked well enough together to earn their place in Zordon's eyes as protectors of the Morphin Grid, and have helped patch several holes in the temporal fabric of Angel Grove – but now they are about to find themselves up against threats like those that their missing predecessors were well known for besting.

This adventure is for a team of four to six Power Ranger player characters of Role Level 4. They should have played through *Gridquake!* as well as *Blasted from the Past* in order to reach this moment in the Adventure Series. If not, the GM should inform the players of the detailed happenings from those adventure segments, as it will be beneficial knowledge for this one as well.

Introduction

Zordon and Alpha 5 have been busy using all the information and energy particles the Rangers have gathered over the last two weeks to stabilize the obviously fluctuating state of reality here. Between the disappearances, reappearances, and the visitors from all over Earth's timeline, the Morphin Grid has been erratic to say the least. Ever since the Rangers recently spent their time focusing upon sending all of the temporally-displaced beings back to their own times (see *Blasted from the Past* for details) however, things have seemingly calmed down quite a bit.

But as it always seems to be… it is just the calm before the storm.

Just when things are starting to come together at the Command Center, the heroes zero in on the origin and potential intents of the energy wave. Meanwhile, the troubling arrival of an interstellar being here to take advantage of the situation sets off a series of events that mean trouble for the Power Rangers.

Even though they have patched up the vast majority of rips in time here in Angel Grove, it's about to become all too apparent to them that the threat is not just a local one.

Just a Normal Day in Angel Grove... Yeah, Right

The adventure begins with the Power Rangers having a string of normal, unremarkable days. Start by asking each character what a run-of-the-mill day in Angel Grove looks like for them. Just when they think it's going to be another mundane day, Alpha 5 sends them the following communication:

> *"Sorry to ruin your afternoon Rangers, but Rita is up to something again. Zordon and I have been calculating temporal signatures and energy backlash, and we just traced a teleportation from her and Zedd's Lunar Palace to the Angel Heights Beach Club!*
>
> *Get ready to teleport, Rangers. Those sunbathers and sand-combers need you now! Ay yi yi!"*

Rita has launched a small probing attack on the people of Angel Grove; just another test of the Power Rangers' ability to protect the area while she figures out how to make the most out of its current chaotic state. Rita's goal of claiming the Power Core for herself cannot be stymied, even without her right-hand-monster, Goldar.

Ambushes and defense tests by Zedd and Rita's Putties are commonplace in Angel Grove. Even if it isn't all that surprising for long-time residents, the local population still panics and flees from the sudden appearance of clay monsters and the ruckus they cause.

In this case, Rita has taken a pack of weaponized Putties and dropped them onto the beach to terrorize the locals and bring the new Power Rangers out to monitor their response. Finster devised a special monitoring device – the Monitor Circlet – for one of the Putties to wear, recording the action so Rita may study her newest adversaries from a closer, more direct point of view.

There are two **Putty Warriors** per Power Ranger (one with a mace hand, one with a sword hand), plus one additional **Putty Patroller** (see page 154 for Putty Patroller statistics) wearing the Monitor Circlet.

Use the statistics for ◀ ***Putty Warriors*** ▶ on page 155.

The Monitor Circlet

A mechanical ring of bubbly lenses made by Finster and mounted to the head of Putty Patroller, the monitor circlet modifies the wearer's Alertness skill to a d8 and automatically records all visual information within 60 feet and stores the data on a series of tiny crystals. While the information is transmitted automatically to Finster's collection globe in the Lunar Palace, the data can be recovered manually using a **DIF 15 Technology Skill Test**.

During the combat scene, the Putty wearing the Monitor Circlet moves to be nearby its Warrior brethren when they are attacking, but it doesn't engage. It becomes obvious after a combat round or two that it is just there to watch and record what is happening. The exact reasoning as to why they are being recorded is a mystery to them, but the characters can likely come to a few good conclusions.

When at least half of the Putty Warriors have been defeated – or just as the monitoring Putty Patroller is defeated – read or paraphrase the following to them.

> **As your last blow strikes home, the Putty wearing the lens-covered headgear staggers backwards erratically. Glowing sparks zip away from the device, some blinking out in puffs of white smoke and others soaring up into the air like they were being called toward Rita's distant Lunar Palace. Looking up, that's when you see it… a pair of strange, maroon-hued alien spacecrafts!**
>
> **Trailing fire from entry into Earth's atmosphere, the careening craft barreled down just off the coast of Individual Bay!**

Once they witness the crafts disappear into the bay, they need to finish off the last of the Putty Warriors (if there are any left) and head off to investigate!

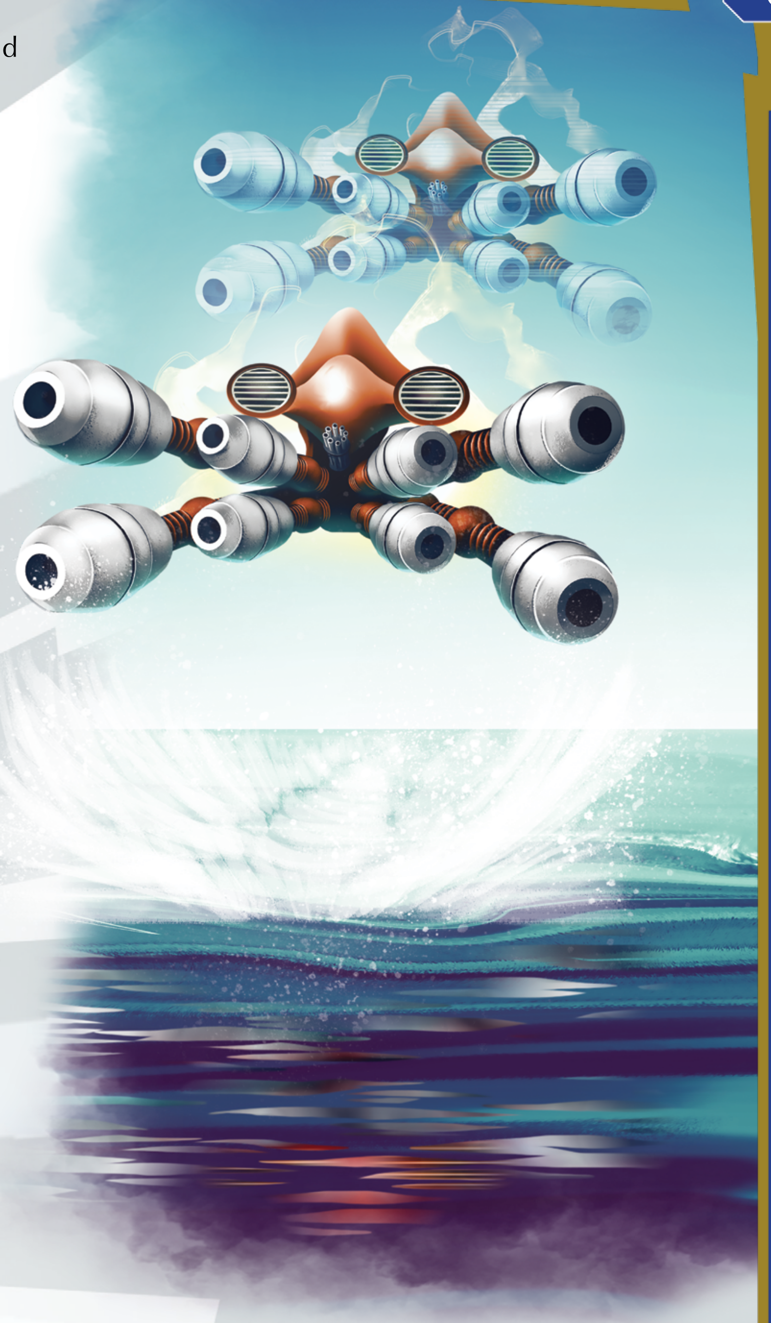
Temporal Mechanics 101

Two alien spacecraft just crashed off the shore of Angel Bay, not far from rows upon rows of gawking onlookers driving along on Harbor Bridge – dozens of which snapped blurry pictures with their cellphones as the crafts plunged into the sapphire blue surf.

There are some distinct oddities surrounding the spacecrafts and their arrival here in Angel Grove. It is up to the Power Rangers to figure out what they are doing here, why they have come, and the nature of the effects their arrival is having on an area already reeling from mechanomantic and temporal energy fluctuations.

Reality Vs. Temporal Fluctuations

The "two" spacecrafts are in actuality only one. The second instance of the spacecraft is merely a temporal echo. Through investigation and discovery, the characters may discover this fact or realize it when they finally discover the actual craft in the underwater cavern later in the adventure.



What Did You See?

Between the Power Rangers themselves, the Harbor Bridge commuters, and countless potential onlookers from the western side of Angel Grove, there have been a lot of eyes already on the spacecrafts. Just like anytime one of Rita's monsters wreaks havoc upon the city, the foreign vehicles' arrival is the talk of the town and posted all over the local internet and news groups.

As the Power Rangers head from the Beach Club to where the spacecrafts plunged into the ocean, they have a few options to glean information about them.

Seeing Firsthand

While they only had a moment to look at the crafts before they dropped below the horizon during the fight with the Putties, they might have managed to see a few details about the ships as they roared toward the ocean.

By collectively discussing what they saw, the team members can make a **collective Alertness Skill Test** to sus out a few details about the crashing crafts. This collective test is made by the team's member with the highest Alertness skill die – modified by the help they receive from their team's memories. For each team member wishing to join in the collective memory concept, they must first pass a **DIF 10 Alertness Skill Test to** add to the conversation.

If a second team member is successful in adding to the conversation, the primary member's Skill Test is made with an Edge. For each team member beyond the first to successfully add to the conversation, the primary Skill Test is granted a ↑1 dice shift. For example, if four out of five team members are part of the conversation, the primary test are made with an Edge and a ↑2 dice shift.

Depending on the results of that test, the team can remember the following details about the spacecraft:

10 or less: There were two maroon-colored ships that looked as though they were going to crash into the ocean. They were on fire, but did not seem to be terribly damaged by it.

11–15: The spacecraft had four, oversized, forward-bent landing gear that almost look like an insects legs.

16–20: Each craft had four large and obvious, bulbous weapon systems aimed to the front, making them unlikely to be a peaceful visitation.

21–25: The cockpit was shielded and only looked large enough for a small crew.

26 or higher: The spacecrafts only looked like they were crashing; they took a definite dive toward the water at the last minute.

Scouring the Internet

Whether by using a personal computer, laptop, cellular phone, or maybe some special piece of grid tech the characters have come up with on their own, the Rangers might be able to see some pictures and still images currently being shown on local internet groups – especially Eyes Over Angel Grove, a widely popular podcast and discussion site that focuses on all of the strange, supernatural, and otherworldly events that take place in and around Angel Grove.

For obvious reasons, it is a heavily trafficked website with millions of followers worldwide.

Anyone remotely in touch with common uses of the internet, especially Angel Grove natives, can easily pull up the website and peruse the best images that are available. Using those resources, the following can be seen in the pictures:

- The two craft flew one behind the other in a straight line, the second mimicking the first's actions a second behind it. They look identical to one another.
- The spacecrafts plunged into Angel Bay less than a quarter mile off Shukheim Island's east shore. They did so using a calculated drop, like a helicopter, after their four landing struts shifted downward into leg-like extensions.

If they have the equipment or access to it, a **DIF 14 Technology (Computers) or DIF 12 Performance (Photography) Skill Test** can clear up the best photos and images to determine one last piece of visual information:

> **Upon closer inspection, by zooming and clarifying the data, you can see there is not two ships at all! By looking at the ships' pilot and co-pilot, comparing their gestures and the light and shadows involved, you can tell that the second ship is actually an echo-image of some kind, doing everything the first does, just a moment behind!**

Asking Onlookers

Whether finding people along the way, heading to Harbor Bridge to ask the commuters, or any combination therein, the Power Rangers can simply ask witnesses what they saw and possibly piece it together.

Convincing people to talk about 'the aliens' is easy. Whether in their un-Morphed alter egos or in their Power Ranger armored shell, the people of Angel Grove love to talk about the strange things that happen to their city again, and again, and again…

The real trouble with the bystander gossip is calculating what is truth and what is fiction, which can be done with **DIF 14 Alertness (Insight) Skill Tests**, or the Rangers can convince people simply to speak plainly and tell the truth with **DIF 12 Persuasion Skill Tests.**

For each successful test, one of the following legitimate stories about the alien spacecraft can be discerned from one or a group of Angel Grove citizens:

- "Those things showed up after a big boom, like thunder, then they just zipped across the sky. Are we under attack? Is it an invasion?"
- "Those ships looked pretty small, too small to be warships. I think they are scouts or forward observers or something. This is just the beginning."
- "It was weird, but I swear there was only one splash when the ships hit the water. It was like one of them wasn't really there, but like some kind of optical illusion."
- "Those ships definitely have something to do with everybody disappearing. My watch stopped that day, and when these aliens showed up today… it did it again!"
- "I saw the weirdos at the stick in those things… one was a beetle guy, the other looked kinda like a Power Ranger. I know they didn't look like anything that has attacked Angel Grove before, but I'm not sticking around to find out!"

At the Splashdown

Once they are ready to use some of the information they've gathered, the Power Rangers can go and investigate where the spacecraft plunged into the bay.

Between what they remember themselves and what they might have learned, it shouldn't be terribly difficult to triangulate roughly where the spacecraft dove into Angel Bay. Without any additional information beyond what they saw, it takes a **DIF 10 Survival or Science (Mathematics) Skill Test** to track down the few hundred square feet where the ship entered the water. If the characters have information from witnesses or pictures, the test is unnecessary and the Rangers know roughly where to start looking.

The spacecraft entered the water a little under a quarter mile away from the shoreline of Shukheim Island. Heading under the waves to look for signs of the alien spacecrafts is much easier for the characters if, believing they might be battling the crafts, they are inside one or more of their Zords. There is the possibility they might have augmented Morphed forms or special abilities from other sources that aid them in an aquatic environment.

If they choose to use one or more of their Zords to dive under the waves, they can find the underwater cavern at Shukheim Island with a **DIF 16 Alertness (Investigation) Skill Test.** If they are going to somehow brave the sea without use of their Zords, it's important to note:

- As long as they stay near the surface to get air, it takes an hour and a **DIF 8 Athletics (Swimming) Skill Test** to swim out to where they will need to dive – a huge cavern in the depth-shelf of Shukheim Island big enough for the spacecrafts to enter.
- The dive from the surface to the cavern is a long, lung-burning swim. It requires two **DIF 16 Athletics (Swimming) Skill Tests,** with each failure inflicting 1 point of damage against the character's Strength and Speed Essence Scores.

NOTE: If any of the characters are currently filling the Spectrum Role of a Green Ranger, there is an unexpected saturation of green Morphin Grid energy flowing in and around the cavern entrance, giving Green Ranger characters a ↑2 dice shift up on all Skill Tests to reach the cavern.

Shukheim Island

Located just off the west coast of Angel Grove in the mouth of the San Killki Channel, Shukheim Island was intended to be a privately owned and operated agricultural community for all those wanting to live off the grid and off the land. The Shukheim family purchased the island's plots decades ago, using the rich river-delta soil to start a produce and low-yield grain company that sold to local shops. They became a powerful influence in Angel Grove and opened their gates to those who wanted to join their commune.

Then, just before the turn of the current century, a vicious storm struck and fire swept over the island. Luckily the inhabitants survived, but the Shukheims decided not to resettle their island. Now, decades later, it is a verdant, overgrown throwback to the community that once was. Ruined houses covered in ivy, fields thick with ferns and wayward crops, and cracked pavement roads that are more grass than asphalt.

Its relative nearness to Angel Grove proper, lack of local population, and current state of ruin make it a safe 'go to' for any team of Power Rangers to move their larger-scaled battles to – keeping the collateral damage to their surroundings to a minimum.

Inside the Cavern

Unless the Power Rangers used their Zords to reach it, they can apply stealth while entering the cavern to investigate the scene without being caught. As they pull themselves up and out of the water, a **DIF 12 Infiltration (Stealth) Skill Test** should be enough to enter the scene unnoticed because the cavern's inhabitants are too busy discussing their plans and still recovering from the travel.

Once inside the underwater cavern, the Power Rangers come upon the landed spacecraft in a large, cratered portion of the sea floor. The craft – a modified transport based on a fightercraft called a **Quadrafighter-X** (a fact that would require a **DIF 22 Culture Skill Test** to be aware of) – is currently crouching on four segmented legs, cockpit open, on the chamber's central area.

Two alien beings (**Commanders Steelon** and **Gerrok**) stand nearby, talking heatedly about their plans and a potential error in them. Gerrok carries a weapon wrapped in a metallic sheet. There are three ways this scene can unfold:

- If the characters entered the cavern in one or more Zords, the aliens shout "*We've arrived too early! Find it!*" and scamper off into the tunnels while activating the spacecraft to battle them. The battle is likely short, especially if the characters have multiple Zords, but it gives the invaders time to escape.
- If the characters are on foot but do not manage to keep the element of surprise, the two aliens react the same way as above, but the Quadrafighter-X is surely a more difficult foe (unless one or more Zords are called to aid them).

- If the characters are on foot and maintain their stealth on the way into the cavern, read or paraphrase the following:

> **Standing near the alien craft, now crouching on four insectoid legs, are two alien warriors – one an emerald green beetle-cyborg with shining metal pincers atop his head, and the other clad head to toe in metallic power armor not dissimilar to your own Ranger forms.**
>
> **“***We have travelled too far in the past, Commander,”* **the insect addresses the other, “***Rita has yet to free the beast***.”**
>
> **“***With some help***,” the armored warrior checks some blinking lights on its gauntlet, “***we can still make this work. The window is still open.***” He thrusts a metallic finger down one of the side tunnels of the chamber. “***What we need is down that way. The sorceress can deal with our timing later.***”**
>
> **They turn and run, blurry images of themselves echoing behind themselves as they disappear into the indicated tunnel…**

There are numerous offshoot tunnels from the main chamber, none of which are labeled or marked in any meaningful way. Without knowing the energy signatures of what you might be looking for in the tunnel network or performing **Survival Skill Tests** to track the two aliens.

In the meantime, however, the Quadrafighter-X activates its defensive mode as soon as any character gets within 30 feet of its position. The cockpit slides closed, the body lifts itself up onto its long legs, and it opens fire on any trespassers. Effectively, the Power Rangers need to defeat the Quadrafighter-X before they can continue after the two Commanders.

Use the statistics for the ***Quadrafighter-X*** on page 148.

So Many Tunnels!

After dealing with the Quadrafighter-X, the Power Rangers need to go after the two aliens on foot inside the webwork of tunnels. They know which tunnel into which they exited the main chamber, but from there it is a matter of tracking their progress using physical prints or markings, energy signatures, or other methods of following them through the tunnels to their final destination.

While the characters might be able to figure out different ways to do so, the two primary choices are:

- Succeed in two **DIF 13 Survival (Hunting) Skill Tests** to track them all the way to the next major chamber (see Spiders and Flies, below).
- Succeed in three **DIF 15 Alertness (Investigation) Skill Tests** to notice other signs of passage and follow them to the next major chamber.
- Succeed in one **DIF 17 Technology (Grid Tech) Skill Test** to use cobbled Morphin Grid technology to track the high levels of mechanomantic and/or temporal energy the two aliens give off, following them to the next chamber.

Keep track of how many times the characters fail in their attempts to track down the aliens. Each failure means the alien commanders have more time to undertake their insidious machinations in the next segment, *Spiders and Flies*.

Note: The map provided here serves for tactical combat use. Use Skill Tests before revealing the final chamber in order to track the characters’ ability to track down the aliens.

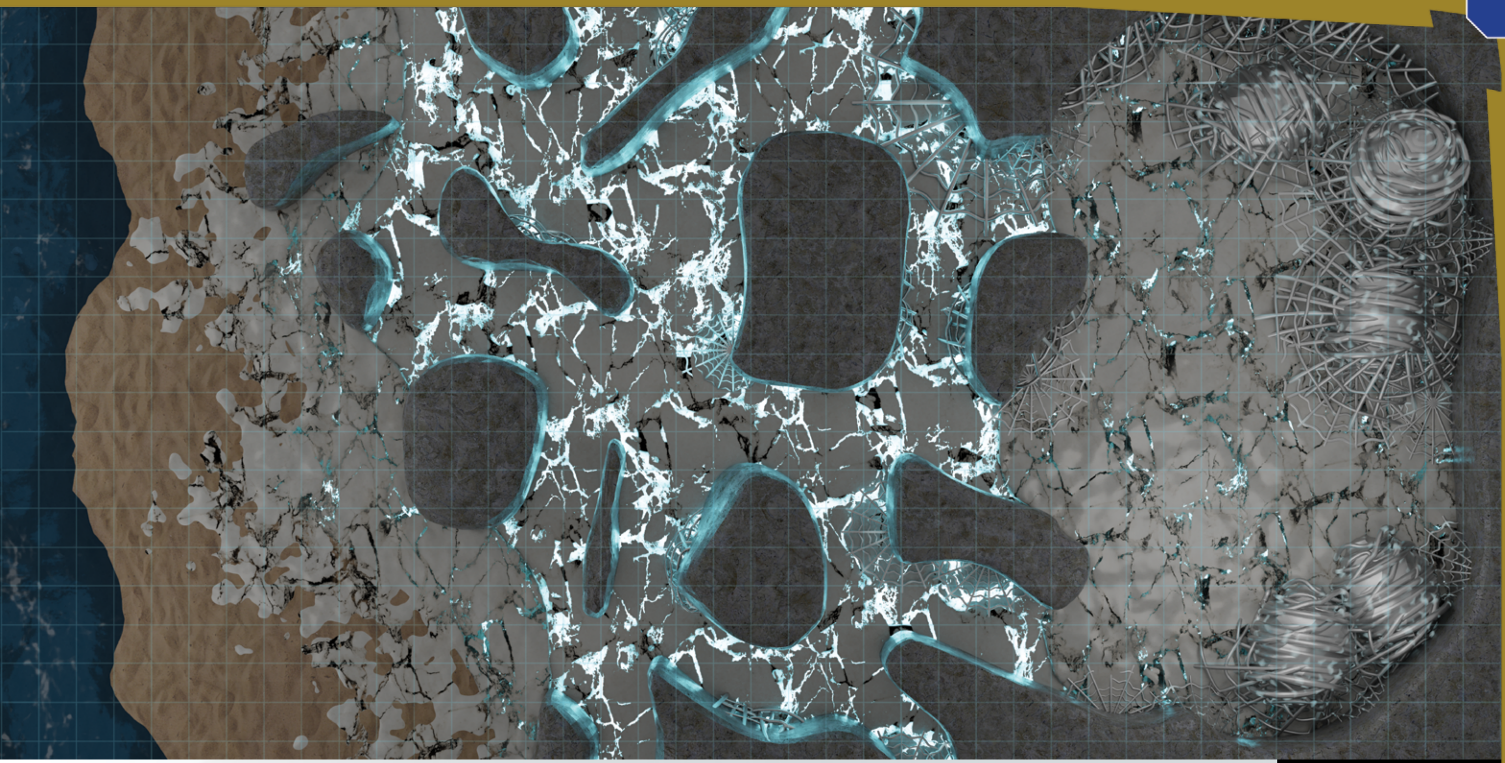
Spiders and Flies

Eventually the characters twist and maneuver their way through an extensive webwork of access tunnels used by one of Lord Zedd’s sorcerous creations – the **Arachnofiend**. Originally dealt with by the Shogun Megazord during a brief visitation by the Aquitian Alien Rangers, these tunnels connect several of her former lairs and stretch across and under Angel Grove. There are even tunnels that brush past pocket locations within the Morphin Grid similar to the lairs used to house the local Zords.

The area of these tunnels in which the aliens can next be encountered is a former feeding and storage chamber where the Arachnofiend once stored its captured victims, keeping them in eternal stasis until she was required to feed on their energies.

The way this scene unfolds for the characters depends upon the number of failed Skill Tests used to navigate the tunnel network:

3+ Failures: The chamber is empty, aside from a clump of tattered wiresilk netting hanging from the cavern wall where there once was a captive enveloped. There are no other signs of the aliens, as they have escaped with their target. Their next interaction will be when Rita sends her Putties



SPIDER CAVES

to seemingly help in the capture of Tommy's old weapon in the next chapter, *A Familiar Tune*.

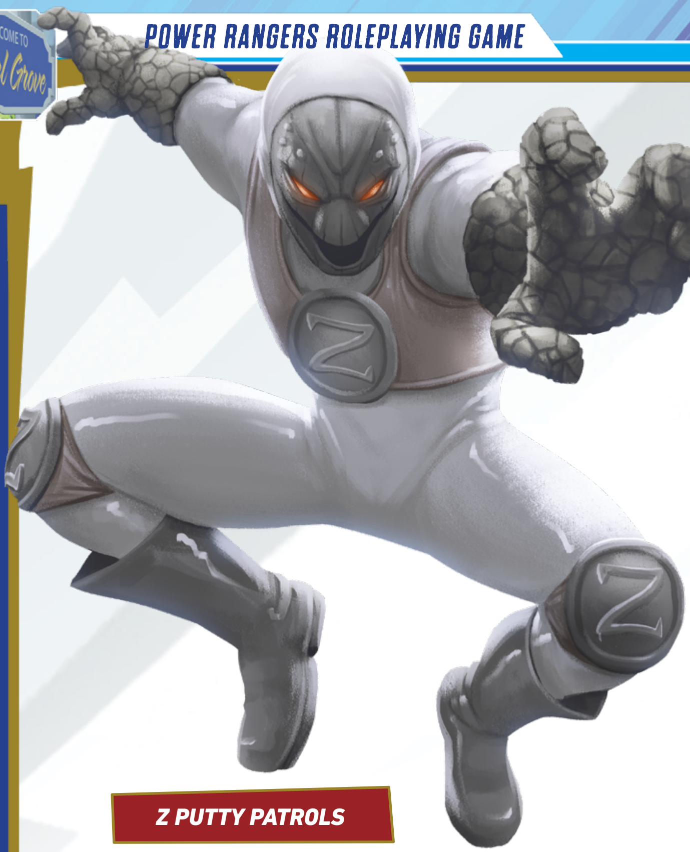
2 Failures: The chamber is empty, aside from a clump of tattered wiresilk netting hanging from the cavern wall where there once was a captive enveloped – and the beetle-bodied cyborg that just freed it, Commander Gerrok. Gerrok fights the characters for 1d4+2 rounds (see later in this chapter for his stats), but ultimately activates his temporal homing failsafe to timeport back to his original where and when. They recognize the reality-warping wrinkle of temportation (time and space travel) from the many times they fixed the timeline in *Blasted from the Past*.

1 Failure: The characters walk in on Commander Gerrok as he frees a large, wolf-like cybernetic monster called **Wolfbane** from a wiresilk cocoon, unwraps a strange-but-familiar dagger from some metal sheeting, and hands it to the monster. Wolfbane is acting strangely, and Gerrok orders him to 'proceed with your orders!' while the Commander himself holds off the Power Rangers, entering a combat scene with them as described above while Wolfbane sprints (using at least one use of his Grid Teleportation power) into the tunnels leading away.

0 Failures: The characters enter the feeding chamber to see Commander Steelon (the armor-suit cyborg alien) bathing a wiresilk cocoon with a strange, multicolored energy beam emanating from a device on his forearm. Upon seeing the characters, Steelon orders Gerrok to 'stop the interlopers' while he then opens the cocoon to reveal Wolfbane (see above). Steelon takes the dagger from Gerrok, unwraps it, and helps Wolfbane get to its feet, take the weapon, and order it away (as Gerrok does in an above example) in the first round of combat, while Gerrok battles

Would the Rangers Recognize the Dagger?

The weapon being unveiled and given to Wolfbane is the Dragon Dagger – albeit one taken from the future and brought here with the Machine Empire Commanders. Unless any of the characters have any reason to have been close enough to Tommy Oliver while he was the Green Ranger, or unless they can succeed on a DIF 15 Culture (Grid Lore) Skill Test, they have no reason to see anything but a tarnished, slightly oversized, dagger made of black and green metal.


Z PUTTY PATROLS

the characters as described above. The primary difference is instead of only him temporting away, both Steelon and Gerrok vanish using their temporal homing failsafe devices after 24 rounds. It is imperative to their overall mission that Wolfbane escapes to continue his mission; which the characters don't understand until after the events in the next chapter, *A Familiar Tune*.

Use the statistics for ◂ ***Gerrok*** ▸ on page 137 and ◂ ***Steelon*** ▸ on page 165.

Was This a Rescue?

The combat against the Commander(s) is effectively just to buy Wolfbane time to escape and continue his mission elsewhere in Angel Grove. This may be apparent to the Rangers, or they may consider other motives – but the truth is revealed when they hear some distinct sounds in the tunnels and investigate further in *A Familiar Tune*.

A Familiar Tune

Having tracked a pair of troublesome aliens from far, far away into the tunnel network hidden away beneath Angel Grove, the Power Rangers are about to give chase to a foe guided toward an interesting prize. Once coveted by Rita herself, this prize cannot be allowed to fall into enemy hands – forcing the Rangers to do whatever it takes to hopefully stop it from happening.

That is, of course, once they figure out what these minions of evil – both foreign and local – are hunting down in the first place.

Did You Hear That?

After the two Machine Empire commanders vanish back to their own place in time and space, the Power Rangers are left to discuss and track down the strange monster they freed from one of Arachnofiend's old feeder cocoons.

Unless things went particularly bad for the characters, they should know at least which tunnel Wolfbane zoomed away into. Once they make the decision to follow him, the Power Rangers are at the mercy of the twists and turns of the tunnel network. They can try to use a lot of the same ways to track Wolfbane as they used to find Steelon and Gerrok (such as Survival or Alertness), but this monster uses its expedient and unique Grid Teleportation ability, Gridslider, making it impossible by conventional means to track how it moved away from where it was freed out of its cocoon.

The Power Rangers should be allowed to try to locate Wolfbane with whatever means they feel have potential at success, but when they are coming to the realization that they are good and truly lost, read or paraphrase the following to them:

> **At the connection point of yet another trio of tunnels, effectively no different than the last, you look around for any sign that you are going the right way… to no avail. Then one of you noticed it.**
>
> **A sudden gust of wind that blows some sand across the floor, accompanied by a not-so-distant staticky, fabric-tearing, sound…**

All of the Power Rangers can immediately make an **Alertness Skill Test** to remember where and what circumstances they know that sound from, as well as which tunnel the sound (and the accompanying gust of wind) came from.

10 or less: You can tell the tunnel the wind came from, but are otherwise drawing a blank.

11 to 15: You know the tunnel where the gust of wind came from, and clearly heard the sound coming from the same direction and tunnel.

16 to 20: You know the tunnel where the sound and gust of air came from, and you can recognize the sound as what happens when Rita's various Putty Patrollers appear on Earth. This result also means the Power Rangers know Putties of some variety are nearby, and makes the characters' team unable to be Surprised in the next combat encounter.

21 or higher: You know which tunnel the teleporting Putty sound and gust of wind came from, and can tell the sound was not one instance, but closer to a dozen at the same moment. Knowing the rough number of enemies they are about to face means this result not only makes the characters' team unable to be Surprised in the next combat encounter, but also grants them an Edge on their Initiative Skill Tests!

"The Power Rangers? Stop them!"

Once the Rangers know which tunnel to head down to make some progress, they are heading into a pack of Rita's teleported-in Putties lead by one of her bumbling lieutenants, **Squatt**. The Power Rangers likely assume this group of foes from the Lunar Palace is here to help Wolfbane, or at least to take advantage of the team while it is lost inside the Arachnofiend's tunnel network.

This is actually not the case. Rita's viewing globe picked up the alien spacecraft that plunged here in the sea, or rather Baboo told her to check it out after catching a clip of it on his favorite internet program. As the Arachnofiend is one of Lord Zedd's creations, Rita was well aware the reason why an intruder would want to come to that specific place off the shore, but she had no idea what the aliens' potential motives for entering the lair could possibly be. The Arachnofiend is in a self-repairing stasis, with no sign of waking as of yet.

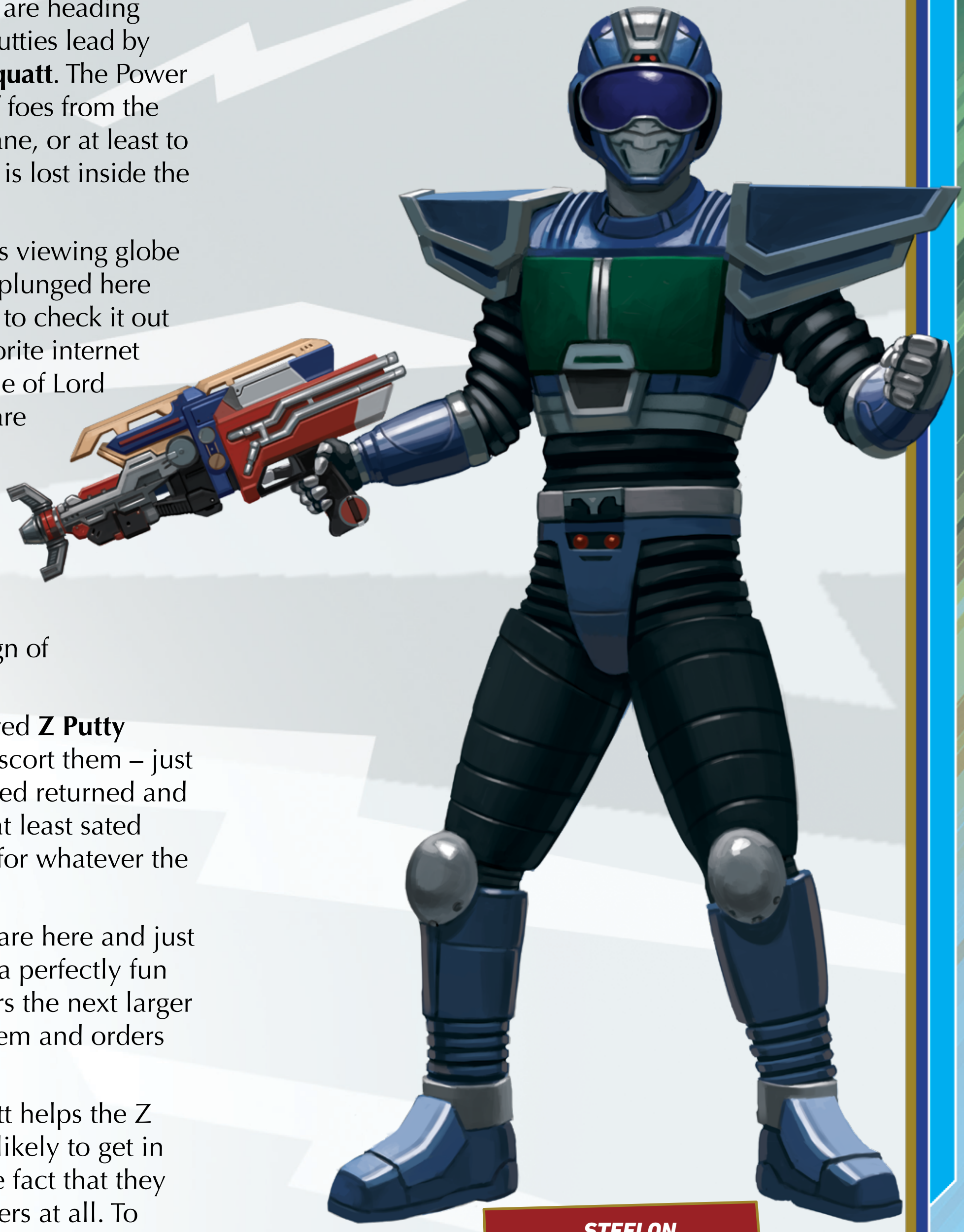
Gathering up a handful of armored **Z Putty Patrollers** and ordering Squatt to escort them – just in case the Arachnofiend had indeed returned and needed to be reasoned with… or at least sated momentarily – Rita is on the hunt for whatever the aliens were up to as well.

The fact that the Power Rangers are here and just as confused as she is; well, that is a perfectly fun coincidence! When the team enters the next larger tunnel conjunction, Squatt sees them and orders the Z Putties to attack.

During the Combat Scene, Squatt helps the Z Putties where he can, but is more likely to get in the way and attract attention to the fact that they were not there for the Power Rangers at all. To help highlight that fact, have him say the following phrases on his turns:

- *"Oh no! The Power Rangers, too?"*
- *"Who was it? More of them Alien Rangers from beyond the edge of the system?"*
- *"Well, if you brats want trouble… you've got it!"*
- *"No, no, we don't have time for this. Her Evilness is gonna be steamed for sure!"*

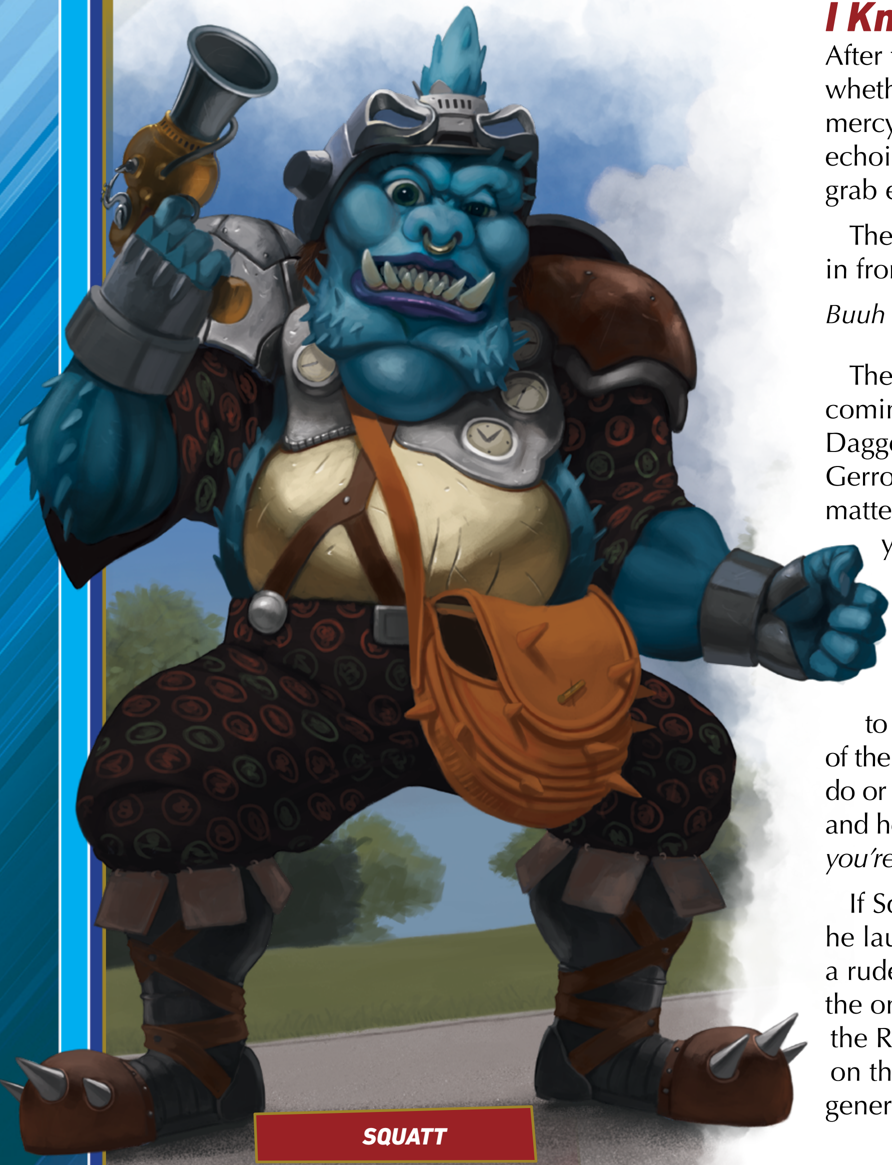
There are ten **Z Putty Patrollers** and **Squatt** fighting against the Power Rangers in this Combat scene. Use the statistics for ◀ ***Z Putty Patrollers*** ▶ on page 175 and ◀ ***Squatt*** ▶ on page 163.



STEELON

If Squatt and the Z Putties somehow manage to actually defeat the Power Rangers, the pudgy monster celebrates loudly, dancing an exaggerated jig before suddenly being interrupted by the events in the section *I Know That Sound!*

If the Power Rangers defeat the Z Putties, leaving Squatt; or if they single Squatt out and defeat him before the Z Putties, he falls to his knees and blubber uncontrollably. If there are any Z Putties left at that time, he says "*Stop! Stop! I surrender! Look*!" and he flips a switch on his breastplate to send any leftover Z Putties back to the Lunar Palace. Either way, Squatt is left at the mercy of the Power Rangers. It should be noted that Squatt's normal Coward's Trick power is not used in this combat scene; instead, the following rules for his Defeat are used.



SQUATT

Squatt catches his breath, adjust his dials, and has the following pieces of information to give to the Rangers if they question him:

- *"It won't matter how many Alien Rangers you call from the stars; you won't find whatever it is you're looking for down here."*
- *"Until Goldar gets back from whatever you Power Brats did, Rita put ME in charge… well, and Baboo, too, of course!"*
- *"There's nothing down here anymore, Rangers. Even the Arachnofiend is hibernating. Aside from being a good way of getting around, except for the tired feet of course, of course… the tunnels are empty!"*

After revealing that much information to the Rangers, they are suddenly interrupted!

I Know That Sound!

After the conflict with Squatt and the Z Putties, whether the monster is gloating or begging for mercy, there is a moment when a strange and echoing tune will blast through the tunnels and grab everyone's attention.

The tune, a few electro-synthetic notes carrying in from down the tunnels:

Buuh beh'buuuh, bah beeeeh!

The song is a slightly off tune blast of sound coming from **Wolfbane** trying to play the Dragon Dagger (the future one given to him by Commander Gerrok), but not hitting all the notes quite right as a matter of lack of practice and the dagger not being yet close enough to pair with its intended target - the dormant Dragonzord.

Upon hearing this first blast of music, all characters can immediately attempt a **DIF 13 Culture (Grid Lore or Local History) Skill Test** to recognize the music, even off tune, as the Call of the Dragonzord. No matter what the characters do or do not remember, Squatt's eyes go very wide and he begins to laugh – *"Oh, they found him! Now you're in for it!"*

If Squatt was victorious in the previous conflict, he laughs at the Power Rangers' misfortune, makes a rude gesture, and then teleports away. If he was the one who was defeated, he reluctantly joins the Rangers in their search, but makes it harder on them by constantly complaining, whining, and generally being an annoyance – inflicting a Snag on all Skill Tests in his presence! As soon as they leave him without an active guard, he activates his Coward's Trick and teleports away.

Wolfbane continues to move through the tunnels toward the Dragonzord's Morphin Grid lair beneath the sea, letting out similar – but not perfect – blasts of the Dragon Dagger's tune every twenty seconds or so. The characters can succeed in **DIF 15 Alertness Skill Tests** to home in on the echoing sounds.

Each success the characters make to follow the echoing tune brings them closer to Wolfbane – and to the Dragonzord's Lair, unbeknownst to them.

As the characters get closer, describe to them the changes in the tune and the changes in the surroundings.

1. ***Beeh boh'buuuh, beh beh baaaah!*** The tunnel walls have gone from roughhewn stone to smooth, wet sandstone. This shows deeper travel along the coast rather than toward mainland.
2. ***Bah bih'baaah, buh buh beeeeh!*** The floor is now several inches of seawater, and the tunnel walls show barnacles and other sea life.
3. ***Buuh bah'beeeh, bah bah baaaah!*** The tunnels have grown and are now a quarter filled with sloshing seawater.
4. ***Baah ba'baaah, bah bah baaah!*** That's it! That is the Call of the Dragonzord! Wolfbane did it, and now things are about to get very interesting!

The Power Rangers burst out of the last tunnel into a huge sea cavern, the shimmering glow of the sun outside glinting off the cavern's exit at the opposite end.

Standing on a rocky pillar amid the splashing waters is the source of the strange tune being played – one of Rita's many monsters, Wolfbane!

Nine feet tall, made of a dense, white marble-like substance striped with purple streaks and black ribbons, Wolfbane looks like a sort of 'dragon man warrior' complete with a fully mechanical cybernetic claw-hand, and a massive spiky minigun slung over its shoulder. At this moment however, he holds a black and green dagger to its muzzle, playing it like a flute!

With the last successful blast of a tune from the Dragon Dagger, the layer between the physical world and the pocket lair in the nearby Morphin Grid is opening – something that all of the Power Rangers can feel – as the mighty Dragonzord is awakening!

Oh No, Not Again!

As soon as the Morphin Grid lair opens, the water begins to boil, bubble, and steam, and the enormous Dragonzord emerges up and out of the frothing sea – apparently under the commands of Wolfbane. Once that happens, the Power Rangers receive the following message immediately:

> *"Ay yi yi! The Dragonzord is waking up after its long and deserved rest! Zordon and I don't understand, it has been years since Goldar last took possession of the Dragon Dagger, and Tommy helped us lock it away in the Command Center forever! This doesn't make any sense, Rangers!"*

The Power Rangers watch as the Dragonzord rises out of the sea, Wolfbane repeatedly playing its special tune to maintain control over the deadly machine. As soon as it gets a free hand out of the water, it scoops up Wolfbane, placing him on its shoulder and continues to walk up and toward the mainland.

While it might seem like they should go after Wolfbane now, they have a much more pressing event to deal with – the flooding and collapse of the tunnel access to the Dragonzord's lair.

It takes two full round's worth of successful **DIF 13 Acrobatics or Athletics Skill Tests** to avoid falling rocks or drifting pillars, with each failure inflicting 1 Blunt Damage upon the Ranger. Once every Power Ranger has successfully passed two of these Skill Tests to reach the exit pool and swim to the surface, they get their first chance to stymie Wolfbane's goals.

A Chip Off Its Shoulder

The Dragonzord, currently under turbulent control by the Wolfbane's out-of-tune Dragon Dagger, is bursting up out of the sea just off the shore of Port Industry Harbor, as it prepares to assault the mainland at its monstrous pilot's behest.

If the Power Rangers chase the emerging Battlezord to the shore, they have one good shot at interrupting Wolfbane's control before he gets to the mainland and starts causing real havoc. The following Combat Scene is based upon the Power Rangers trying to stop Wolfbane, while the monster launches occasional attacks in return.

Wolfbane's Attacks Upon the Power Rangers

Each round, on Wolfbane's turn in the Initiative order, he alternates using one of his own attacks against the characters and trying to order the Dragonzord to move closer to the shore (starting with an attack on Round One).

When it comes time to order the Dragonzord to move, Wolfbane must succeed in a **DIF 18 Performance Skill Tes**t. Should Wolfbane succeed in this test four times, the Dragonzord makes it to shore and *The Rampage Begins*.

For the Power Rangers, there are two different ways to try to block Wolfbane.

Use Ranged Attacks vs. Wolfbane Directly

Wolfbane is standing atop the Dragonzord's shoulder, occasionally reminding the giant mechanical beast who is in charge of it. His position on the shoulder places him 40 feet off the surface of the water (or 75 feet off the ground) for Reach purposes.

The Rangers could try to use ranged attacks to either knock Wolfbane off the Dragonzord or at least knock the Dragon Dagger out of his grip.

By choosing to take a Snag on a ranged attack Skill Test targeting Wolfbane's Evasion, they can aim directly at the rough area holding the Dragon Dagger. If an attack like this is successful, Wolfbane must immediately pass a **DIF 16 Athletics Skill Test** or it drops the Dragon Dagger off the Dragonzord. Additionally, if Wolfbane is reduced to half Health (6), it is also forced off the shoulder, dropping the dagger as well – either outcome leading to the circumstances at the beginning of *You Broke It!*

Climb or Jump Up the Dragonzord and Fight Wolfbane

If the Power Rangers wish to confront Wolfbane in close combat, they have to use Acrobatics, Athletics, or other forms of movement to get atop the Dragonzord's shoulder. This is located currently 40 feet above the surface of the water, and a full 75 feet above the ground itself.

If Wolfbane is either reduced to 6 Health, is somehow knocked off the Dragonzord's shoulder, or the Dragon Dagger is knocked free of his grip, the scene ends and *You Broke It!* begins.

For all instances, use the statistics for ◀ ***Wolfbane Beta*** ▶ on page 173.

You Broke It!

In any case where Wolfbane loses grip on the Dragon Dagger and it falls from the Dragonzord's lofty shoulder, the time-travelled device lands on a sharp rock in the coastline and shatters into a cluster of energy-sparking, light flickering pieces. The Dragonzord lets out a mighty roar, blasting its Energy Beam attack straight up into the air, and then surges forward toward the shoreline, causing Wolfbane to fall down into the water below.

After giving the Power Rangers a few moments to realize they just broke what they may believe to be *the* Dragon Dagger, read or paraphrase the following to them:

> **As the mighty Dragonzord stomps through the wharfs and onto the shattering cement embankments of Industrial Bay, you to stare in disbelief at the pieces of the Morphin Grid relic that once controlled the enormous engine of destruction.**
>
> *"Aroooooo! How DARE you…" Wolfbane stands to his full height in the churning shallows, pointing his weapons at you, "Grrrrargh, Primary directive….impossible. Secondary Directive – wait further instructions…"*

Wolfbane then seemingly freezes in place, drooping his arms and head down toward the ground like a robot powering down. It is in that moment that a **DIF 14 Alertness Skill Test** reveals a strange glittering cluster of tiny, moving, metallic specks – like silver ants – moving up and down Wolfbane's neck and the side of his head.

They have a few minutes to interact with the shut-down Wolfbane before the events at the beginning of *The Rampage Begins*.

The Rampage Begins

After they have a chance to collect themselves and maybe investigate the 'powered down' Wolfbane, particularly noticing the nanites that are swarming all over the monster's head and neck (already repairing its 'programming'), Zordon reaches out to them:

> *"Rangers! The Dragonzord, activated by what seems to be a duplicate of the Green Ranger's Dragon Dagger relic key is now frenzied and confused by the facsimile's destruction! Alpha and I have verified that the original dagger is here in storage at the Command Center and calculate the path the Dragonzord is taking through Angel Grove ends here. The Dragonzord is trying to reset itself with the Call song from the real Dagger.*

> *If left unchecked, the Dragonzord will surely cause untold damage and casualties in its path! You need your Zords to herd and stem the damage caused by our frenzied mechanical friend, but do not dare risk a direct confrontation – the Dragonzord is a mighty combatant, and in its current state, it will surely defend itself!*
>
> *If you can help escort the Dragonzord here, Alpha 5 will be waiting with the REAL Dragon Dagger and you Power Rangers can play the dirge and put the beast back to sleep once more! But hurry, the Dragonzord is already on the move!"*

Unless augmented in some fashion (or they are already present somehow), the Power Rangers should be reminded that the Zord Feature Call to Action takes 3d2 game rounds for their Zords to arrive when summoned. Since Zordon has effectively instructed the Rangers to do so, there is no question as to whether or not the machines answer the Call: this is definitely a worthy reason to need their help!

Rita... Really?

In the last seconds before the team's Zords are about to arrive from their various Morphin Grid lairs, the Power Rangers are reminded that Angel Grove is pretty much always under the watchful, villainous eyes at the Lunar Palace… as Rita Repulsa's cackle fills the air.

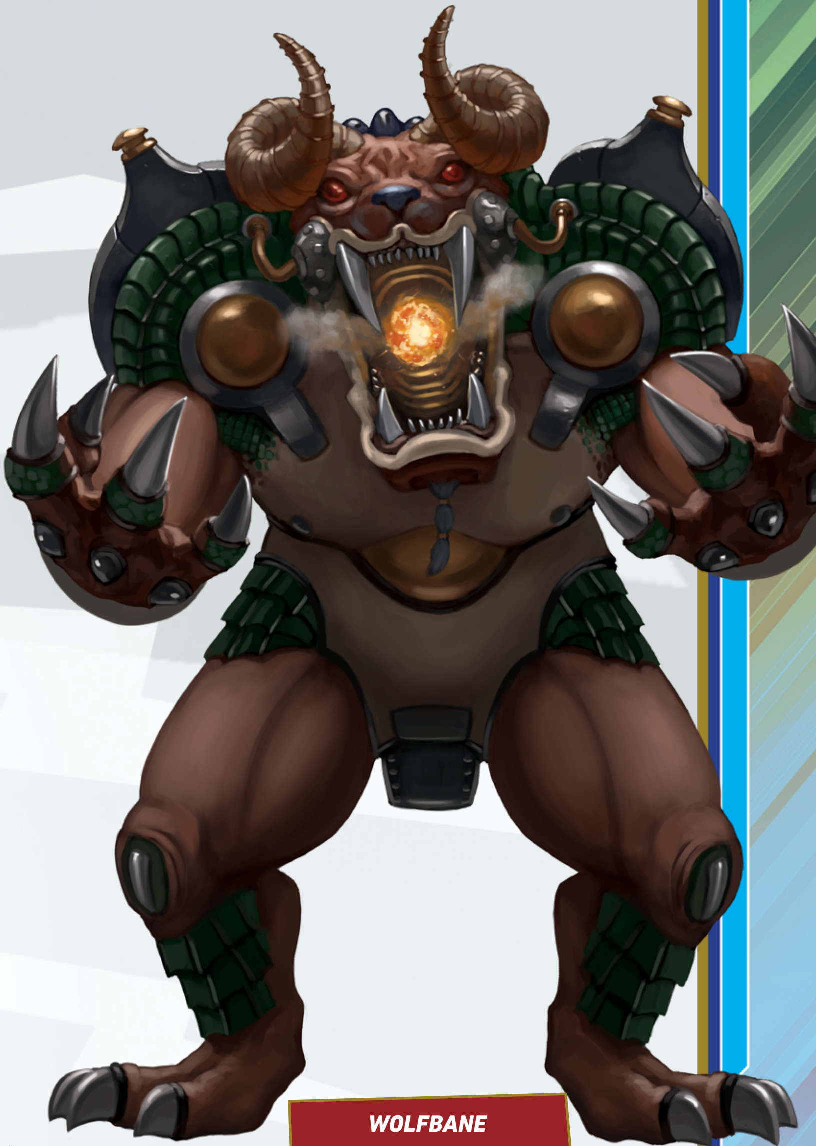
> *"Ah, Power Nuisances, what have you done? Zordon's little toy headed off to ruin a lot of days in the city, but now I have you right where I want you! I don't know who you are, robopup, but I get the feeling you're on our side! Teach these fools a lesson they shall not soon forget! Make my monster GROW!"*

As she has done many times before, she hurls her magic wand down from the sky to plunge into the ground at Wolfbane's feet. Glittering steam bursts from the ground around the wand, the physical implement dissolving into a magical plume of energy that swirls around Wolfbane, causing him to become enormous in size! Luckily, the creature is still booting up, causing his movements to be jerky and unpredictable. Take this opportunity to show off the bugs in its programming as he stutters his way towards the Rangers and their Zords!

Wolfbane is now in his grown size, just in time for the Rangers to leap into their Zords and deal with him as the threat he represents. Not equipped for the size change, the Nanite Nest affecting him clumps together into a strange polyhedral shape and pops off the monster as soon as he begins to grow. Any Ranger who passes a **DIF 15 Alertness Skill Test** sees the device coalesce and fall into the shallow water.

The Power Rangers have one combat round to react to Wolfbane's size change, grab the dormant Nanite Nest, and leap into their Zords to do battle, before Wolfbane is at his grown size. During the battle, occasionally reminding the Rangers that the Dragonzord is walking farther and farther away could help them remember the goal that Zordon put in front of them.

Use the statistics for the newly enlarged **Wolfbane Beta** on page (Grown Size) on page 174.



WOLFBANE

If the enlarged Wolfbane manages to defeat the Power Rangers, Rita cackles with glee and then command Wolfbane to *'Well then, go after that Zord! Wreak some havoc!'*

This means the people of Angel Grove have to deal with an enlarged Wolfbane and a wayward Dragonzord! This is, of course, less than ideal for the Power Rangers but adds at least one more combat scene between the team and Wolfbane before they catch up with the events of this Adventure Series.

When the Power Rangers eventually defeat Wolfbane, he shrinks back down to normal size – Rita's magical energies quickly leaving its body in defeat – and his unconscious form is teleported away with a strange, pixelated energy.

Depending on how long the combat lasts between the giant monster and the Power Rangers, the team might need a quick reminder of the following pieces of information before they move along out of the scene:

- If they noticed it fall off and have yet to grab the Nanite Nest device from Wolfbane's neck, or simply did not see the device at all, one of the Zords could pick up a 'strong mechanomantic energy source' in the shallow waters. If the Power Rangers ignore the device completely, Alpha 5 sends them back for it before the final discussion in *Not Just Space Junk* (page 87).
- Columns of smoke, the sound of car alarms, and signs of spreading fires can be seen from pretty much anywhere along Industrial Bay; along with the slowly receding shape of the Dragonzord heading into Angel Grove.
- Even if the team assumed a Megaform with their Zords – normally a trigger for the Zords to go back to their lairs and recharge – Zordon reminds the Power Rangers that there is no time for rest and they NEED their Zords to herd the Dragonzord away from the populace and save as much of Angel Grove as possible.

Choosing the Winding Path of the Dragonzord

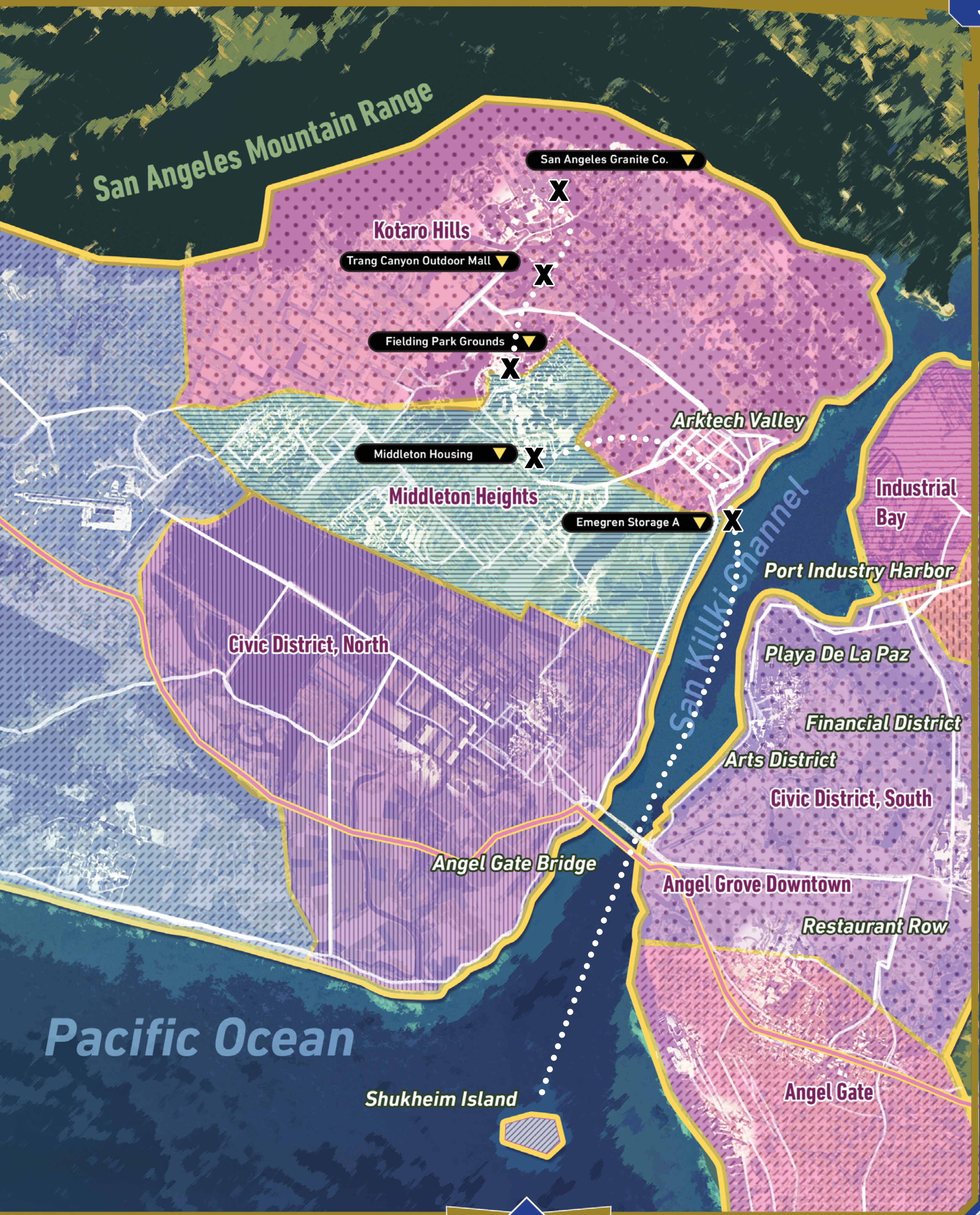
In this section of the adventure, the Power Rangers must try to direct the rampaging Dragonzord through the least levels of destruction across Angel Grove – bringing it eventually to the Command Center, the real Dragon Dagger (or at least the one from *this* place in time!), and the plan to dissuade the mechanical monster from causing any more harm.

Instead of laying out the individually important interactions between the Power Rangers and the Dragonzord in a series of events A to E, this section of the adventure outlines five specific kinds of interactions the Power Rangers need to undertake in order to successfully bring the Dragonzord to the aforementioned rendezvous point in *Command Under Siege*.

To avoid making it seem like the Dragonzord is just meandering aimlessly around the north end of Angel Grove, the five points of interaction can take place at any of five city locations in the given order – showing the Dragonzord's rampaging march across the cityscape.

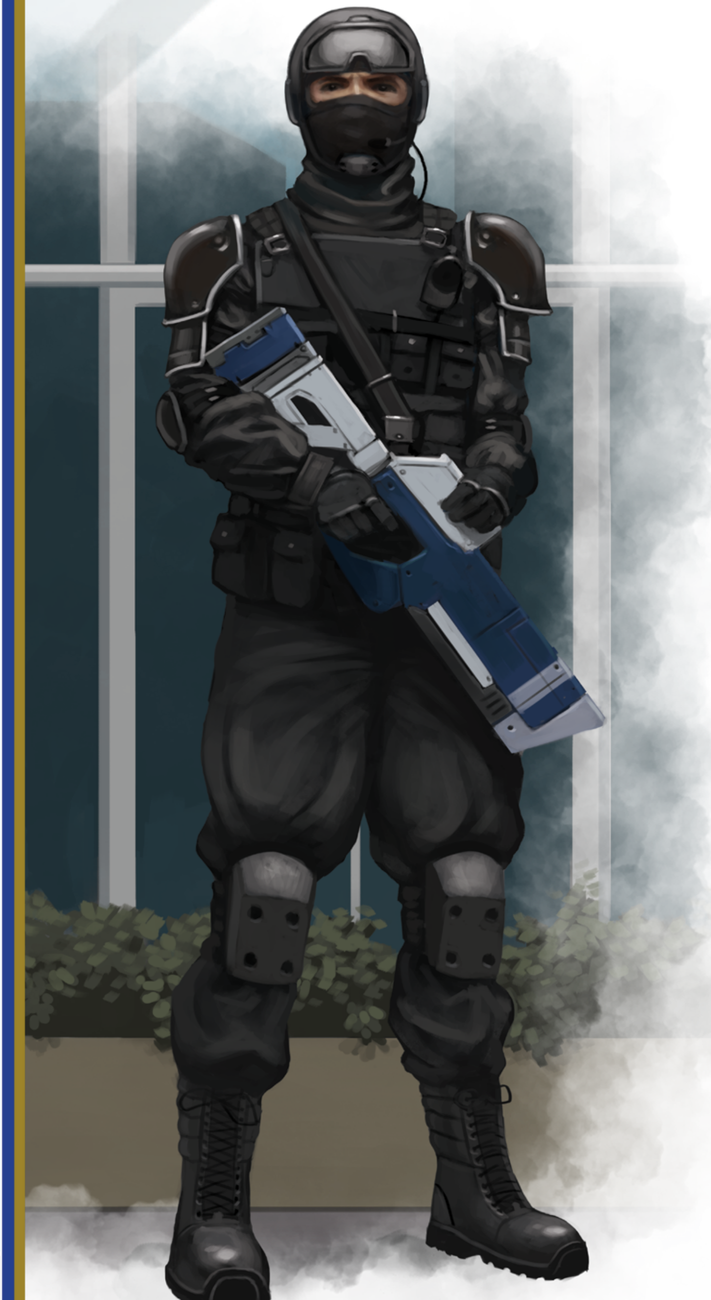
The path of locations listed below is the order in which the Power Rangers' efforts should push or lure the Dragonzord away from downtown Angel Grove without causing too much collateral damage:

1. **Emegren Storage A:** A series of Industrial Bay warehouses owned by one of the Artech Valley conglomerates. They contain all manner of high-end electronic and biotech materials, many of which were partially reverse-engineered from monster and alien remains scavenged from past Power Ranger battles in the area. There are several workers at each warehouse, but they flee as soon as trouble starts.
2. **Fielding Park Grounds:** The largest open-air recreational park in the Angel Grove area. It has soccer fields, baseball diamonds, tennis courts, tons of wide-open grassy fields, and more. There is rarely a time during daylight hours that Fielding Park is not crawling with Angel Grove citizens.
3. **Middleton Housing Project:** Located on the northwestern corner of Middleton Heights, the housing project is a massive residential zoning program currently still underway and in the primary construction phase. There are several empty or unfinished houses all around the project, and due to its importance to the area, round the clock construction crews are always present.
4. **Trang Canyon Outdoor Mall:** The last great divide between the metropolitan areas of Angel Grove and the northern wilderness, Trang Canyon is a popular tourist attraction and a favored destination for long distance hikers and explorers. Nestled in its depth is a large, fifteen store-faced open-air shopping and souvenir mall. In nice weather like it has been, there are


San Angeles Mountain Range
San Angeles Granite Co.
X
Kotaro Hills
Trang Canyon Outdoor Mall
X
Fielding Park Grounds
X
Arktech Valley
Middleton Housing
X
Middleton Heights
Emegren Storage A
X
Industrial Bay
San Killki Channel
Port Industry Harbor
Civic District, North
Playa De La Paz
Financial District
Arts District
Civic District, South
Angel Gate Bridge
Angel Grove Downtown
Restaurant Row
Pacific Ocean
Shukheim Island
Angel Gate

always groups of shoppers and workers milling about the area.

5. **San Angeles Granite Co.:** A large, sprawling quarry facility cut into the foothills of the San Angeles Mountains specializing in blasting, cutting, polishing, and selling the pink and grey granite so abundant there. There are rarely more than a few dozen workers on staff at any given time, as that much of the operation is performed by advanced machines.



How to Herd a Dragon

The following five subsections are the different interacting events the Power Rangers need to accomplish to successfully limit the damage the uncontrolled Dragonzord inflicts upon Angel Grove.

Each of the following events take place at any of the five locations, unless the Power Rangers fail the goal of an event – which immediately adds in an additional 'Failure Caveat' as listed in each of the events below. The GM may choose which event to run at each location or give players a choice on how they would like to handle the Dragonzord.

Quit Shooting the Five Story Dragon Robot!

In this event, the Dragonzord's approach to the location has roused a group of local private security, subcontracted from one of the many hi-tech firms out of Artech Valley. These brave-yet-foolish part-time soldiers are already taking a few long-distance shots at the Dragonzord; none of which have really done any damage yet – fortunately for them. If the crazed Battlezord actually thinks the half dozen security agents are a threat, it rains missiles and energy beams upon them in short order.

The Power Rangers must somehow dissuade the agents from continuing their attacks on the Dragonzord and instead leave it to 'chase' the Rangers in their Zords away from the populated area. While this can be accomplished in a variety of different ways, some of the most reliable are as follows:

- The six ProSec Agents require a **DIF 13 Persuasion or DIF 16 Deception Skill Test** as Standard actions to convince them of the danger shooting the Dragonzord actually represents. If a majority of the agents are convinced, the rest follow suit.
- The **ProSec Agents** could be physically grappled and moved out of the way of danger, disarmed, or some other form of removing them as a threat – but the Power Rangers should remember these people are just doing their jobs and are not to be treated like true enemies!

No matter how the agents are interacted with, the Power Rangers have 2d4 rounds to stop the ProSec Agents from shooting the Dragonzord. If there are still agents using their particle rifles to blast at the Dragonzord at this time, the Power Rangers must apply this event's Failure Caveat.

Failure Caveat: A 'reinforcements van' containing five more ProSec Agents arrive suddenly on the scene and have been given orders that ALL Zords are apparently running amuck – meaning they have an equal chance to open fire with their weapons on the Power Rangers' Zords!

Now all eleven ProSec Agents must be convinced, disarmed, or otherwise neutralized before this event can be considered a success.

Use the statistics for the ◀ **ProSec Agents** ▶ on page 151.

Put Out the Fires!

In this event, the Dragonzord – in a momentary and particularly explosive outburst – unleashes its energy beam attack at a row of thankfully empty automobiles that summarily explode, showering the nearby buildings with burning fuel and debris. The Dragonzord, perhaps satisfied with the detonation, is turning away from the wreckage to move along to the next location in its rampage. This leaves the Power Rangers with just a few minutes to keep the fires from spreading, getting further out of hand, and possibly hurting bystanders.

There are 3d4 actively burning points in the affected area at the beginning of this scene.

The Power Rangers spend at least the next 2d4 combat rounds using their actions to fight the expanding blaze. To accomplish this, the Power Rangers can do the following:

- Use a Standard melee attack to stamp out one of the burning points by successfully hitting a Toughness 13 defense. Failing this attack inflicts 1 Fire Damage on the attacker.
- Use a Standard ranged attack to scatter and smother out one of the burning points by successfully hitting an Evasion 16 defense. If the attack inflicts Cold Damage, it receives an Edge.

Critical Successes in these attacks snuff out a second burning point.

Critical Failures cause the fire to spread; adding 1d4 burning points.

Flame and fire do not tend to behave. At the start of each combat round (after the first), roll 1d6 and consult the following list to see what the fires are doing and how the characters might need to adjust their tactics to snuff out this blaze.

1. **Minor Spreading:** Add 1d2 burning points to the current total.
2. **Bystander Threatened!:** Characters need to pass a **DIF 14 Athletics or Driving Skill Test** to grab, push, pull, or swing an Angel Grove bystander to safety. They can take no other actions until successful.
3. **Backdraft!:** Add 1 burning point to the current total. Any failed attempts at putting out burning points this combat round instead result in the addition of one.
4. **Secondary Explosion!:** Add 1 burning point to the current total. All characters (or their Zords) suffer 1 Fire Damage.
5. **Major Spreading:** Add 1d6 burning points to the current total.
6. **Emergency Services Support:** Add 1 burning point to the current total. All attacks made to snuff out burning points gain a ↑1 dice shift.

Their goal is to end one combat round with 0 active burning points; doing so means successfully managing this event. If the characters cannot manage to accomplish this in the allotted 2d4 combat rounds, the characters suffer this event's Failure Caveat.

Failure Caveat: The fire blooms wildly for a moment, inflicting 1 Fire Damage on all characters (or their Zords) and resets the event's time limit to 2d4 combat rounds after adding 2d4 active burning points to the current total!

Get those People Out of the Way!

In this event, the Dragonzord is on a collision course with a passenger bus, travel tram, train car, or other vehicle and it has seemingly no intention of stopping – meaning that the mechanical monster is going to kick, slam, or otherwise smash into all those people!

The Power Rangers have two options – rush the Dragonzord and try to steer it to one side of the vehicle, or move the vehicle as careful as possible themselves.

Using the rules for Pushing and Shoving (see page 81 of the **Power Rangers Roleplaying Game Core Rulebook** for details), the characters can use their Zords to hopefully move the Dragonzord at least 30 feet in one direction to force it to avoid stepping on the people.

Either using the rules for Pushing and Shoving or alternatively lifting and moving (if the Zord has the body parts necessary to do so with hurting the people inside) the bystanders' vehicle using one or more of their raw Brawn skills.

The Power Rangers only have 2d2+1 combat rounds to either move the bystanders or re-route the Dragonzord by at least 30 feet off course. If they fail, they suffer the Failure Caveat as written below.

Failure Caveat: The Dragonzord's natural instincts kick in at the last moment and, instead of stomping on the bystander vehicle, it throws a confused tantrum and inflicts 2 Blunt Damage on one randomly determined character's Zord. This does not save the people in question, however, as the event resets when a new group of bystanders become threatened.

This Way, Big Boy! Chase Us!

In this event, the Dragonzord is picking up steam on a run through a populated area – possibly causing an untold amount of damage as it crashes through buildings, cars, and other important structures trying to get to where it is going.

The Power Rangers must attempt to bump the Dragonzord with their own Zords in an effort to get its attention enough to herd the mighty machine away from the most damaging paths and toward relative safety.

There are three ways to successfully interact with the Dragonzord to steal its attention:

- Purposefully making a near miss with a ranged attack. This requires the ranged attack to suffer a Snag as well as hit the Dragonzord's effective Willpower Defense of 12 – 'hitting' its attention and causing it to swerve accordingly.
- Purposefully hitting the Dragonzord with the characters' Zords' version of a 'pulled punch.' This requires making a melee attack at a self-imposed ↓2 dice shift, targeting the Dragonzord's Evasion defense of 12. This doesn't inflict damage, but does get the Battlezord's attention.
- Using the heft of their Zord's body and own movement to press against the Dragonzord, as if truly herding the monstrous machine. This requires the character to pass a **DIF 14 Driving Skill Test while** moving into or alongside the Dragonzord. Success forces it to alter its attention.

The Power Rangers have 2d2 combat rounds to effectively steer the Dragonzord away from its chosen path. At the beginning of the scene, it requires six successful attempts (the GM should perhaps use a public d10 to keep track of the count) to steer its attention to successfully from its path.

If the Power Rangers cannot steer the Dragonzord's attention before the combat rounds run out, they suffer this event's Failure Caveat.

Failure Caveat: The Dragonzord is a legendary war machine and it isn't pushed around lightly, striking back at the characters and their Zords in raw, furious frustration. In a blaze of punches, kicks, tail attacks, and more – all the characters suffer 1d2 Damage and the event is reset to its beginning in the confusion.

Take a Few Shots For Angel Grove!

In this event, the Dragonzord has paused momentarily in its stomping, crashing progress across Angel Grove to remind the other Zords "who is king" amongst the original Dinozords – launching a variety of attacks at them! These attacks are more about posturing and intimidation than trying to destroy the characters' Zords, but the message is still loud and clear.

As long as the Dragonzord sees its attacks hit but not dissuade the characters' Zords, it is disappointed and bored in the display, eventually moving along in its meandering devastation.

Each Zord is attacked d2 times with randomly determined Dragonzord attacks (roll 1d4):

1. **Tail Slap:** d8 Skill; Effect: 1 Blunt Damage.
2. **Knuckle Barrage:** d6 Skill; Effect: 1 Fire Damage.
3. **Energy Beam Glance:** d6 Skill (ignores Armor); Effect: 2 Energy Damage.
4. **Tail Drill Drag:** d8 Skill; Effect: 2 Sharp Damage.

These attacks can be dodged using a target's Evasion defense, or the target can choose to defiantly resist the damage using their Toughness defense. Note – a Zord can choose to be automatically hit by an attack, suffering the damage without any test rolled.

As long as each character's Zord makes a display of resisting at least one attack's effects to show the Dragonzord they mean business or bravely suffers damage automatically, this event is a success. If at least one Zord fails to do so, the characters suffer this event's Failure Caveat.

Failure Caveat: The Dragonzord is not impressed by the upstart Zords, and continues its show of dominance accordingly – starting this event over from the beginning!

Let's Hope Zordon and Alpha are Ready

Once the Power Rangers have finally managed to steer, herd, or survive long enough to get the Dragonzord to reach the deeper San Angeles Mountains, they reach the Command Center, tucked away in the wilderness behind the energy curtain of Morphin Grid shielding.

When the Power Rangers arrive, the enraged Dragonzord in tow, things are about to get quite intense for everyone involved as *Command Under Siege* begins…

Command Under Siege

Summoned up from its lair by enemies from another time and section of space, the Dragonzord was released from their control by accident when the Power Rangers unwittingly destroyed a temporal-duplicate of the Dragon Dagger. The resulting rampage could have been utterly tragic for Angel Grove, but the Power Rangers were ready.

Now the mechanical monster – still uncontrolled by the last broken tune to reach its reliquary mind – is on its way to the Power Rangers' Command Center. The Rangers likely beat the gigantic beast to the destination, giving them precious few seconds to learn and follow through with Zordon's plan to bring the Dragonzord back under their own control.

Who Here Can Play the Flute?

Unless something unforeseen has taken place, the Power Rangers and their Zords reach the veil that hides the Command Center within the Morphin Grid just a few seconds before the Dragonzord. As they approach, Zordon explains to them the plan to avert further disaster and right the wrongs done by the Machine Empire Commanders.

> *"Power Rangers! You are just in time! The energy readings that were spiking off the Dragonzord are being mirrored by a signal trickling in from the edge of our spacetime. We must bring our giant mechanical friend back under Power Ranger control before that signal gets stronger!*
>
> *Based on the temporal energy residues we found on the remains of the Dragon Dagger you Rangers encountered in the bay, it is as we believed. That dagger was indeed our Green Ranger's former relic key – but from the far future! The Dragon Dagger of OUR timespace never left the vault here at the Command Center!*
>
> *Now is your chance! Alpha 5 is waiting outside with our Dragon Dagger, and one of you must take it from him and figure out how to play the dirge that will bring our titanic ally back under our control and lull him back to slumber beneath the bay! The rest of you Rangers will need to put your Zords to the test against our confused ally. I have only this to help you… may the Power protect you!"*

Upon saying those words, Zordon distributes a portion of the Power Core's energies to the Rangers' Zords – each receives 2d2+1 Health repaired (if they are damaged). This is a direct application from the Morphin Grid, with scratches and rends melding back to solid, dents popping back out, circuitry knitting, and paint returning to an unblemished state. Effectively, the Power Rangers can watch as their Zords miraculously return to a less or undamaged state.

The plan is, on the surface, a simple one. At least one of the Power Rangers must exit their Zord and meet with Alpha 5 to take possession of Tommy Oliver's original Dragon Dagger relic key. While wielding the ancient and powerful device, a Power Ranger needs to test their musical and mnemonic skills to bring the Dragonzord under their control.

The Dragon Dagger: Relic Key to the Dragonzord

Although the device was originally revealed as a link to the mighty Dragonzord for Tommy Oliver – under Rita Repulsa's control – to battle against the primary Mighty Morphin Power Rangers, the Dragon Dagger is a unique Morphin Grid relic key.

Designed to be a powerful weapon, a link to the controls of the Dragonzord, and triggered by specifically played musical notes on its flute-like hilt and quillons, the Dragon Dagger allows the following:

- **Wielded as a one-handed Finesse-based weapon with an accuracy of ↑1 dice shift, basic Reach, and inflicting 1 Sharp Damage.**
- **Allows for the wielder to use the Machine Merge Grid Power (see the Power Rangers Roleplaying Game Core Rulebook, page 100) with the Dragonzord; but only after a successful DIF 16 Performance (Flute) Skill Test.**

Stall It! And One, And Two...

Once the Power Rangers have figured out which of their members will try to use the Dragon Dagger to get control over the Dragonzord, the rest of the team must do battle with the Dragonzord – without inflicting too much harm on it.

Use the statistics for ◀ ***The Dragonzord*** ▶ on page 130.

The Power Rangers now have to engage in a combat scene with the Dragonzord in an effort to give their chosen team member enough time to fully utilize the Dragon Dagger. This could mean the Zords – and their unfortunate opponent-of-the-moment – are about to suffer some considerable damage against one another.

The Power Ranger chosen to wield the Dragon Dagger has two priority tasks to accomplish while the remainder of the team is battling the Dragonzord.

They must first remember the specific tune Wolfbane used in the Arachnofiend's tunnel network to gain control of the beast. This requires the character to toy around with the tune with applicable **Culture, Science, or Performance Skill Tests.** It takes at least three successful Skill Tests, as a Standard action, to remember the tune particularly well.

- The first Skill Test to be passed must be at least DIF 16.
- The second Skill Test to be passed must be at least DIF 14.
- The third and final Skill Test to be passed must be at least DIF 12.
- Exceeding any Difficulty by 5 counts as two successes. Exceeding any Difficulty by 10 or more counts as all three successes.
- Critically Failing any test resets the character to 0 successes.

Once the character has figured out the tune properly, they must then play the tune fully and loudly enough for the Dragonzord to hear and potentially obey. This requires the character with the Dragon Dagger to attack the Dragonzord with a special kind of Skill Test.

The dagger-wielder uses their **Performance (Flute) Skill Test** to attack the Dragonzord based upon its Willpower Defense. If this attack takes place on any round where the Dragonzord has already suffered damage to its Health before the character's action, the Skill Test suffers a Snag automatically; it is harder to bring a raging Battlezord to heel when it is actively being attacked and injured.

If the dagger-wielder is successful, the Dragonzord hears the song, and the second success is where the mighty machine stops fighting the Power Rangers and effectively falls under the dagger-wielding character's control via Machine Merge.

They're Back!

After the titanic Dragonzord is brought to heel, the Power Rangers have a few moments to celebrate and accept their victory. It is a momentous event to overcome such a legendary machine and for the Ranger currently connected to it to fully feel what it is like to be in control of a legendary Power Rangers asset.

Once the Power Rangers take their momentary celebratory breath, but before they make any decisions to start sending the Dragonzord back to its lair for hibernation and to put the Dragon Dagger back into the Command Center's protective vaults, Zordon interrupts with an emergency broadcast:

> *"Rangers! The mirror signal matching the false Dragon Dagger, the one from beyond our solar system… it is here!"*

A moment after his announcement, several alien spacecraft blast into the atmosphere that look almost exactly like the one they encountered off the shore of Shukheim Island. They are standard **Quadrafighters**, the primary fightercraft used by the dreaded Machine Empire from beyond the most distant Earth-based stellar mapping point.

There are a number of Quadrafighters equal to the number of active Power Rangers on the character team plus 1.

The Quadrafighters burst onto the scene fully ready for a fight. There is no negotiation, no conversation, and no avoiding their goal of "If we can't have the Dragonzord, no one can." The **Cog pilots,** hardwired into their ships, immediately

Can a Power Ranger Control Two Zords?

Under normal circumstances, a Power Ranger is attuned to a single Zord for the purposes of calling them to action, merging with them using Grid Powers and Zord Features – but they are still machines that can be piloted and operated by anyone allowed in the cockpit. When dealing with a pseudo-telepathic control like that granted by the Dragon Dagger, the Power Ranger must focus their thoughts and attentions on one machine at a time.

This means the character's primary Zord must either be sent back to its lair for the Ranger to concentrate, or that it simply sits on the sidelines waiting for instructions.

begin blasting the Dragonzord – or the characters' Zords, if they are easier targets.

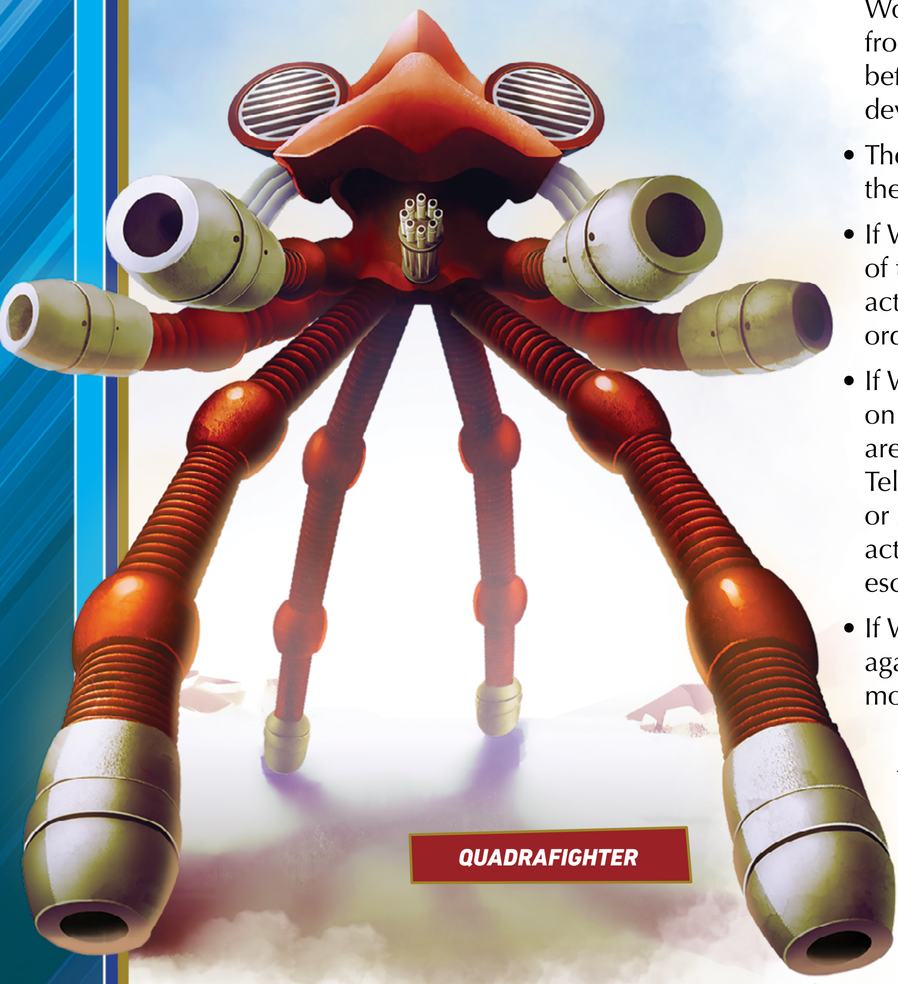
Use the statistics for the common ◂ ***Quadrafighter*** ▸ on page 147.

The Combat scene lasts until either the Quadrafighters are destroyed or the Dragonzord is Defeated.

If the Dragonzord is brought to 0 Health, the remaining Quadrafighters take up formation to create a dazzling green portal between them. A moment later, the normal form of the Wolfbane Beta leaps out of the portal to begin the next section of this adventure.

If the Quadrafighters are all destroyed, the last Quadrafighter plummets into the ground and explodes in a dazzling color of green. When the explosion's light recedes, a normal-sized Wolfbane Beta emerges from the resulting crater.

No matter how this Combat scene comes to an end, the arrival of **Wolfbane** marks the beginning of the next adventure segment.



QUADRAFIGHTER

In Ship's Clothing

The Machine Empire's forces are revealing their secret weapon and the reason they have sent the Quadrafighters to follow up on Commander Steelon and Commander Gerrok's mission to steal the Dragonzord. The Power Rangers – having just tangled with the Quadrafighters themselves – are left to do immediate battle with a fully functional version of Wolfbane.

Arriving in his normal size from a temportation portal crackling with pixelated energy, Wolfbane's initial goals in this scene are based upon the status of the Dragonzord when he arrives:

- If the Dragonzord is at 6 or more Health, Wolfbane remains in his normal size and tries to first get his clawed hands on the Dragon Dagger by focusing all attacks at its current wielder. If the Dragonzord is at 1 to 5 Health remaining, Wolfbane fights any and all the Power Rangers for 1d2+1 combat rounds before the device on its neck activates, it howls, and grows to its gigantic size and tries to finish off the Dragonzord.
- If the Dragonzord is already Defeated at 0 Health, Wolfbane attempts to take the Dragon Dagger from its current wielder for 2d2 combat rounds before he gets frustrated, howls, and activates the device on his neck to grow to gigantic size.
- There are three important things to note during the Combat scene with Wolfbane:
- If Wolfbane (grown size) defeats the possessor of the Dragon Dagger, he spends his next turn's actions shrinking back down to normal size in order to grab it.
- If Wolfbane (any size) ever gets his hands on the Dragon Dagger, his next two actions are predetermined. The first is to use Grid Teleportation to get as far from any Power Ranger or Zord as possible; the second (and subsequent) action is to open a temportation portal and escape with the Dragon Dagger.
- If Wolfbane does not have his attacks pre-set against a particular target, the GM must note the monster's Hang-Up and use it accordingly.

In the time it's taken the Power Rangers to get the Dragonzord under control, Wolfbane has become completely in charge of his faculties and fully healed by his nanites. He cackles at the Rangers, breathing a hot jet of flame:

Tactical Tip: Melee Fighting vs. Flying Targets

During most Combat scenes between flying enemies and ground targets, the greatest benefit to the flyers is their ability to maneuver out of Reach of devastating close combat attacks. Unless stated otherwise, a flying combatant stays at an altitude just high enough to keep ground targets in optimum range of its attacks.

For ground-based combatants, they must rely on their own ranged attacks or the combined Reach and Size-class to successfully attack a flying target.

Additionally, the use of Contingency Attacks (see the *Power Rangers Roleplaying Game Core Rulebook*, page 162) can time close combat attacks to take place at the exact moment the flyer comes into – or just before it flies out of – their attack's Reach.

Keep these things in mind when engaging in a combat between flying and non-flying combatants.

> *"Systems operational, Power Jerks! I'm going to defrag each and every one of you piece by piece until you give me back that Dagger!"*

For the Combat Scene that unfolds, use the statistics for both sizes of ◀ ***Wolfbane Beta*** ▶ on pages 173 (Normal Size) and 174 (Grown Size).

What If Wolfbane Succeeds?

With how much hardship and combat the Power Rangers have been putting themselves and their Zords through in this section of the adventure, there is a very real possibility that Wolfbane could get his claws on the Dragon Dagger and escape with it.

If that happens, the Dragonzord isn't able to be controlled normally – only Zordon can cage the beast at the Command Center.

The Dragon Dagger is recoverable in this adventure's final chapter, *Prism Prison Problems*. Specifically, it is stored in the prison's evidence room to be recollected later, and the GM should make note of this to remind the Power Rangers at that time.

Not Just Space Junk

Unlike Rita's Putties and some of her monsters, the minions and vehicles of the Machine Empire – now understood to be the real threat and the source of the energy wave that has disrupted so much – leave behind all manners of flywheels, springs, conduits, and other spare parts. At first glance, most of the mechanical debris seems like useless junk to be recycled or discarded. More astute minds like Zordon and his Power Rangers can put these bits and bobs to much better use.

The Machine Empire sent their robotic ships and soldiers to Angel Grove in the wake of their powerful mechanomantic energy wave, and it has left quite a bit behind. Now it is time for our Champions of the Morphin Grid to clean up the mess and figure out how to strike back and rescue everyone and everything the villains' attack took from them.

Cleaning Up After Unwanted Guests

Between the various Quadrafighters, their pilots, and the monsters puppeted or summoned here, Angel Grove has seen a great deal of action in the last few weeks. The remnants of those invaders, as well as the collateral damage from the battles themselves, has littered some of the normally pleasant-looking landscapes with scraps of alien technology.

Zordon is clear: any technology that can be claimed and studied from another part of spacetime or outside of our corner of the galaxy is beneficial in tracking down the part of the Machine Empire responsible for Angel Grove's recent troubles, figuring out how to undo the negative effects, and hopefully rescue their victims.

The Power Rangers should take some time to return to the places they did battle with Machine Empire and gather up everything they can for Zordon and Alpha 5 to research and reverse engineer. It is not hard to locate areas of alien-tech debris. To find pieces of technology, the Power Rangers can return to a place where they had conflict and succeed in an **Alertness (Investigation) Skill Test**. Blue Rangers and those with a Skill Specialization of Grid Lore, Alien Societies, Grid Tech, Xenotech, or similar Specialization should receive an Edge on these tests.

Depending on the results of their Skill Tests, they can salvage any alien technology not already claimed previously to piece together some very important clues and devices. The following are the **Alertness (Investigation) Skill Test Difficulties** required to find and claim the technology necessary to cobble together the listed device.

The Future Dragon Dagger Remnants (DIF 10): This is the original Dragon Dagger, only taken from a reliquary in the far future. If repaired by a proper Morphin Grid technician, it would effectively be the same device as the one stored in the Command Center's vault. Zordon can learn a lot about the temportation process used by some Machine Empire assets by studying the fragments of the dagger.

Nanite Nest Sphere (Narratively Claimed; DIF 12): This is a powerful, programmable hive of tiny neuro-invasive machines that attach to a living creature's central nervous system and forces it to behave like a robotic servant of the Nest's programming. The mechanomantic nanites do not react well with traditional sorcery and often goes dormant, returning to their storage-sphere shape, if saturated with such energies. Alpha 5 can use the dormant signal of the Nest to better tune in the search for where it came from.

Mechanomantic Power Battery (DIF 14): This simple, cylindrical pendant adheres to the user by a series of tiny, threadlike wires. It allows the wearer to store up to 3 additional Power Points. Anytime the wearer suffers Energy Damage, roll a d4. If the result is equal to or less than the amount of Power in the Battery, it explodes in a shower of sparks, inflicting 1 Electric Damage on the wearer and becoming useless.

Mechanomantic Shielding (DIF 15): This device, when activated by the bearer (requiring the expenditure of 1 Health, Power, or similarly important internal energy source), all Energy or Element-based attacks targeting the bearer suffer a Snag. This lasts for 1d2 minutes per activation, and an attack's Critical Success against it breaks it beyond repair.

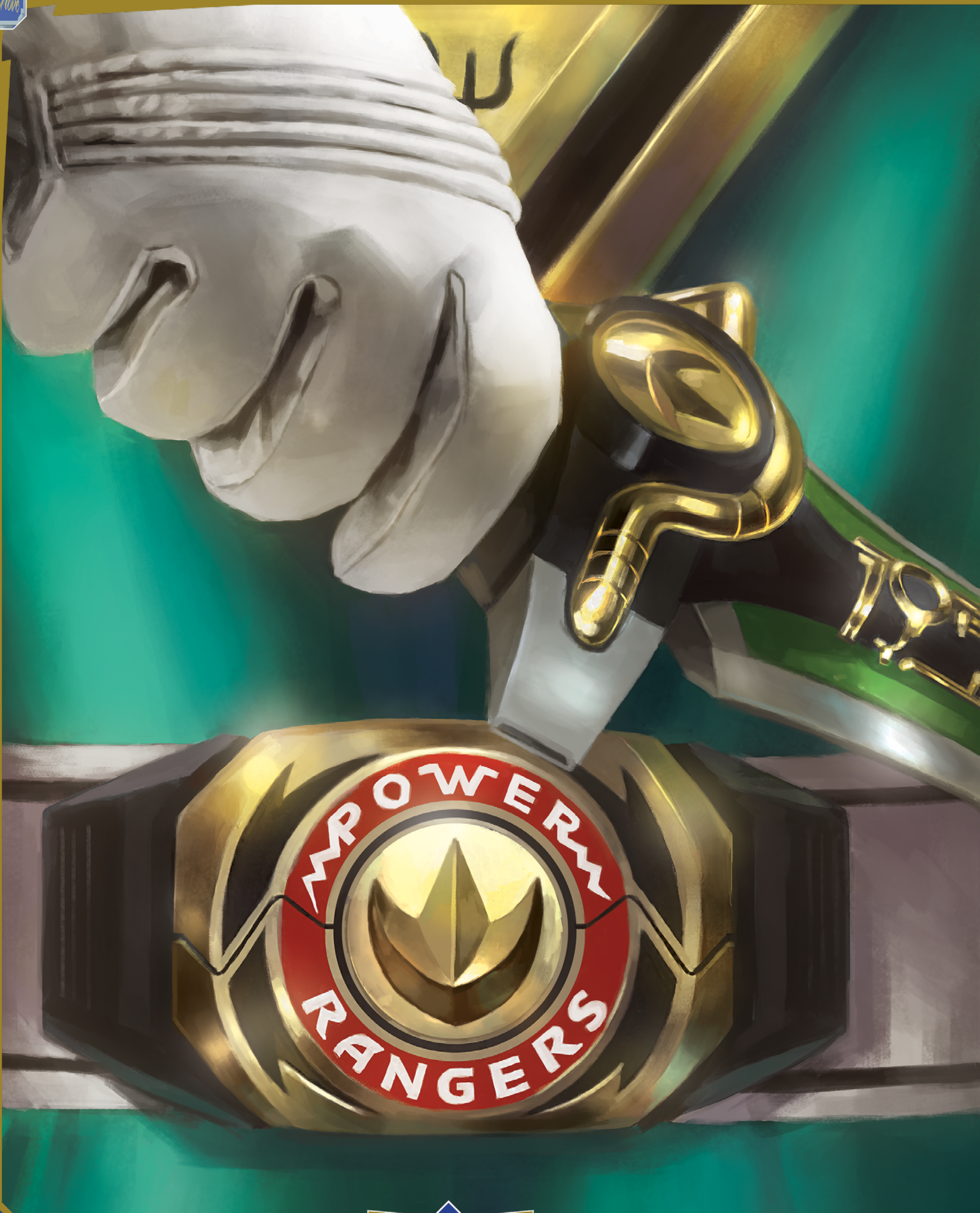
Blasting Augment (DIF 16): This cogwork and wire attachment to an existing Energy-based ranged weapon can enhance the weapon's output dramatically, at the expense of its accuracy. A weapon enhanced with this device halves its effective Reach values and suffers a ↓1 dice shift when fired, but inflicts an additional d2 Energy Damage. A Critical Failure when using the Augment causes the device to short circuit and meltdown, inflicting 1 Energy Damage upon the user.

Imperial Machine Mantle (DIF 18): Magnetically and mechanomantically melded with any kind of existing energic shell (such as a Power Ranger's Morphed form), this brassy pipe and circuit-pattern upper shoulder mantlepiece is a durable piece of armor augmentation, adding an additional 50% of the wearer's existing Armor Bonus (rounding up). The Mantle only offers this protection until the wearer is attacked by a Critical Success, at which point the Mantle falls to pieces.

Time-Stutter Grenade (DIF 20): This one-use piece of equipment looks and functions similar to the simple explosive device it takes its name from, but it has a much different utility. Storing up negatively-charged temporal particles, this decahedron-shaped metallic canister can be detonated to release its contents in a flashy display of momentary time dilation. When used, requiring a Move action to depress the activator and drop the grenade, the wielder may instantly 'back up' time by six seconds. In game terms, this erases the effects of the most recent round of combat (or six-seconds of conversation) in Initiative order. It is important to note that this cannot allow for the grenade to cause infinite time loops, as the temporal particles are expended in all timespace; their consumption cannot be erased.

Temportation Homer (DIF 25): This device, worn as a belt, is a timespace safety anchor that eliminates the intrinsic dangers of personal temporal travel without a proper chronostic beam balancer, crystalline directional focus, or similar time travel standards. In and of itself the device does not allow for timespace travel – it merely makes all such travels 100% safe and accurate within the projection system.

Temporal Projection Matrices (DIF 30): It is a massive undertaking to create a timespace traveling, wormhole-creating, teleportation engine; especially one that can seemingly do so with any degree of accuracy. The key is using a malleable


POWER
RANGERS

enough power source that can adjust its own strengths and wavelength as well as being strong enough to cross time and space. Sorcerous foci, mechanomantic batteries, and collected temporal residues are the most common – but in theory, the Morphin Grid could provide more than enough of what is needed.

Artech Valley Scavengers

It is no secret that the tech conglomerates and patent-chasers that thrive in Artech Valley do so because of all the alien technology and examples of preternatural physics that are so common around Angel Grove. This requires them to send out specialized **Tech Salvage Specialist** teams in collection vans to gather up anything left behind or affected by the Power Rangers and their enemies. As far as Zordon and the other mentors along the Morphin Grid are concerned, this is a bit of a ‘gray area’ concerning their oaths of secrecy.

Should any Power Ranger suffer a Critical Failure on their clean-up Alertness Skill Test, a collection van with four Salvage Specialists arrives at the same time as the characters – possibly leading to an altercation, or at least an interesting discussion and debate between concerned parties.

Use the statistics for any and all of the ◀ ***Salvage Specialists*** ▶ on page 157.

It Was a Blur, But the Data Doesn’t Lie

Through a follow-up conversation between Zordon, Alpha 5, and the Power Rangers, the following pieces of information can be determined to be most likely true (especially with a few well-placed **DIF 14 Cultures (Grid Lore) or Technology (Grid Tech) Skill Tests**):

- All of these energy signatures and the looks of the fightercraft point toward the ancient and powerful Machine Empire as the true enemy behind the events.
- The mechanomantic and temporal pollution in the energy wave that struck Angel Grove seems like it might have been a test of its defenses.
- Zordon is ready to start working on a way to use all of this collected energy pollution as a tool to help undo the damage it has already caused.
- The Machine Empire exists very far away, but is far reaching and fragmented from within its own royal families.
- Rita and Lord Zedd have never been known to be allies of the Machine Empire, which is likely why Goldar was taken by the energy wave and why the Lunar Palace has been more of a nuisance than a directed threat in the last few weeks.
- The Machine Empire wanted access to the Dragonzord and was willing to mess with time and space to do so, which is a worrisome thought in and of itself.
- With the alien debris and the past energies to study, Zordon is sure that it isn’t long before they know what next to do about the Machine Empire’s possible invasion plans.

Rewards for Completing Dirge of the Dragonzord

The characters have been put through a remarkable series of events in a very short amount of time. This should prove to them, more than anything else, that everything that has been happening to Angel Grove is a targeted attack and one they must be ready and willing to thwart.

The Power Rangers have proven themselves worthy defenders of the Morphin Grid and should be advanced to their 5th Role Level immediately.

Additionally, depending on the number of players or the characters’ performance in the previous chapters, the GM may feel the characters need or deserve a slight advantage going forward for the parts they played in this section of Adventures in Angel Grove. The mechanomantic devices and salvageable pieces of equipment found in *Dirge of the Dragonzord*, while not exactly as permanent as a Perk or some kind of Essence adjustment, can be kept by characters for use in the adventures to come.

When they are ready, and you have prepared yourself for the culmination of this adventure series, the team may begin *Prism Prison Problems*, the 4th and final part of Adventures in Angel Grove.

Part 4:
PRISM PRISON PROBLEMS

The last few weeks have been more than interesting for the people of Angel Grove. They are dealing with the collective wake of a mysterious energy wave seemingly made of raw chaos that targeted Angel Grove, the tumultuous echoes and flashes of a timespace anomaly pulled to the limits of reality, and alien invaders setting one of Earth's mightiest machine heroes on a path of unwarranted destruction. The Power Rangers have been on the defensive, reacting to these events, from the first time that strange things began to occur.

It is time for these heroes of the Morphin Grid to go on the offensive.

Prism Prison Problems, the fourth and final chapter in the *Adventures in Angel Grove* Adventure Series, is the culmination of the story surrounding a relatively fresh team of Power Rangers dealing with an unexpected and unprecedented series of circumstances. With some help and information from their Morphin Grid mentor, Zordon, the Power Rangers are ready to strike back at their newly revealed enemies, the vile forces of the Machine Empire.

Now, while so much of Angel Grove is still reeling from these recent events, Zordon explains what must be done. It won't be easy, but being a Power Ranger seldom is.

This is NOT a Test...

Prism Prison Problems is the first traditional outing for the fully functioning Power Ranger team. They have worked well enough together to earn their place as protectors of greater Angel Grove, the current fractured state of time and space, and as defenders against monstrous threats.

This adventure is for a team of four to six Power Ranger player characters of Role Level 5. They should have played through *Gridquake!*, *Blasted from the Past,* and *Dirge of the Dragonzord* in order to be ready to play through this final part of the Adventure Series. If not, the GM needs to explain the detailed happenings from those adventure segments to the team, as many of this segment's events that hinge on what has already happened.

Introduction

It has taken Zordon and Alpha 5 working around the clock to decipher the innermost clues and workings of the unexpected events targeting Angel Grove in the last few weeks. Between scanning, collecting, and studying the mechanomantic energy leftovers from a powerful, interstellar energy wave, they now have a good idea what hit them.

After calculating the *whens* and *wheres* of temporal anomalies and holes in timespace, they began to solidify a map of theoretical reasoning behind the events. However, the arrival of aliens from the distant Machine Empire wielding time-displaced echoes of important Power Ranger artifacts – and poring over the pieces they left behind – that highlighted one hopeful and possible solution.

This part of the adventure takes the Power Rangers to never-before-seen locations both right in their backyards and much, much farther away. They are about to stand defiantly against the tyranny of an evil empire, shatter the shackles of oppression, and remind some intergalactic villains what it means to cross true heroes of the Morphin Grid.

It's Like Intergalactic Caller ID

Once the Power Rangers have had a day or three to rest and think about what has been happening, Zordon reaches out to their communicators:

> *"Power Rangers! Alpha 5 and I have made a major breakthrough toward finding our missing friends and neighbors. We have concocted a theory for you Rangers to strike back at our foes, but we need some help from an unlikely source to put the last piece in the puzzle.*
>
> *Using the energy particles, wavelength histories, and spare parts left behind by our adversaries, we can confirm the source of all of our troubles – a galaxies-conquering force of mechanoid and cybernetic evil doers called the Machine Empire.*
>
> *Knowing our enemy is only half the solution, however. The Machine Empire is enormous and has within it many different facets and internal political struggles of its own. Knowing exactly where the energy wave came from, who sent it, and what we can do about it is like trying to pick out a single note in an orchestral symphony – doable, but only with the right equipment.*
>
> *That is why I am calling you now… because we need you to get that equipment."*

Zordon explains that the specific piece of equipment they need is oddly something the Morphin Grid cannot simply produce, and all of Alpha 5's attempts at cobbling something together are being blocked or scrambled by the leftover mechanomantic pollution throughout the area.

What the team needs to focus in on is the original wave, using the new information and technological touches to 'ride the source wave back' to where it came from, allowing Zordon to narrow down exactly the enemy that must be dealt with to set things right.

Emegren? Telcom Department Please

Zordon shows a holographic image of the notorious Emegren Technology building deep in the Artech Valley, explaining that a senior employee, **Doctor Adam Tamm**, has invented a powerful energy analyzer that would perfect for their needs when attached to the Good Listener device (see page 96).

Dr. Tamm used the alien technology as the basis for his device – something that he planned on using to measure the optimal wavelengths of transmission frequencies to commercial satellites in orbit. This device is useful to get around the Morphin Grid pollution and trace these energy signatures back to the culprits within a few hundred thousand miles. His lab and the device are stored on the top (6th) floor of the building. The device is currently called "Project: Good Listener."

Due to the negative public relations that would spring from the Power Rangers simply laying siege to the tech company, Zordon asks the device be acquired in any one of three ways:

- **Sneak Into the Building After Hours:** With standard security systems and magnetic locking doors that require a **DIF 20 Technology Skill Test** to disable,, this method can be one of the most difficult ways to get inside the building. Characters must succeed on a **DIF 20 Infiltration (Stealth) Skill Test** to move about without getting the attention of a night security guard or two.
- **Talk Your Way In and Out:** By leaning in to their social abilities and emotional manipulations, like their Deception, Intimidation, and Persuasion skills, the team can convince standard employees during normal business hours to gain access to the inside of the building. Once inside, Infiltration or further social scheming might lead the characters to getting their hands on Project: Good Listener.
- **Ask Doctor Tamm Personally:** By potentially being honest over the phone, or ambushing him at his favorite coffee place at the corner – maybe even share with him some of their secret ambitions to save Angel Grove –the good doctor can be convinced to let them borrow Project: Good Listener. One thing to keep in mind about Dr. Tamm is his advanced skill set – he is not your average 'science guy.' He is more than capable of defending himself and his project, if need be, and he appears again to help the Power Rangers directly in *Signals from XJ7-19*.

There are many different ways this might unfold, based on the methods, decisions, and how luck treats the Power Rangers. Because of these variables, we have included three statistic blocks for your use – no matter the circumstances that might call for them.

If needed, use the statistics for ◀ ***Dr. Adam Tamm*** ▶ on page 125, ◀ ***Emegren Security Guards*** ▶ on page 132, and ◀ ***Emegren Campus Worker*** ▶ on page 131.

Once the Power Rangers get their hands on Project: Good Listener, Zordon asks them to report into the Command Center and learn their list of tasks found in *Signals from XJ7-19*.

Signals from XJ7-19

With the Energic Analyzer now equipped with the signal tracking device from Emegren's Project: Good Listener, Zordon knows how to find and focus the reverse path of the energy wave and calculate how to perform a proper rescue mission. It is a remarkable piece of technology – especially considering it was designed by a human with no practical knowledge of the Morphin Grid – and it proves to be one of the single most key elements in thwarting the Machine Empire's efforts.

To do so, the Power Rangers first have to follow the signals and residues from previous encounters and triangulate exactly where in the far reaches of space their enemies – and any of their kidnapped friends and allies – are lurking amongst the stars.

Outer Space is *very* Big

After the Power Rangers get their hands on the Good Listener, Zordon explains exactly what he and Alpha 5 have figured out already – and how the next steps are going to be important in solving this puzzle and foiling evil.

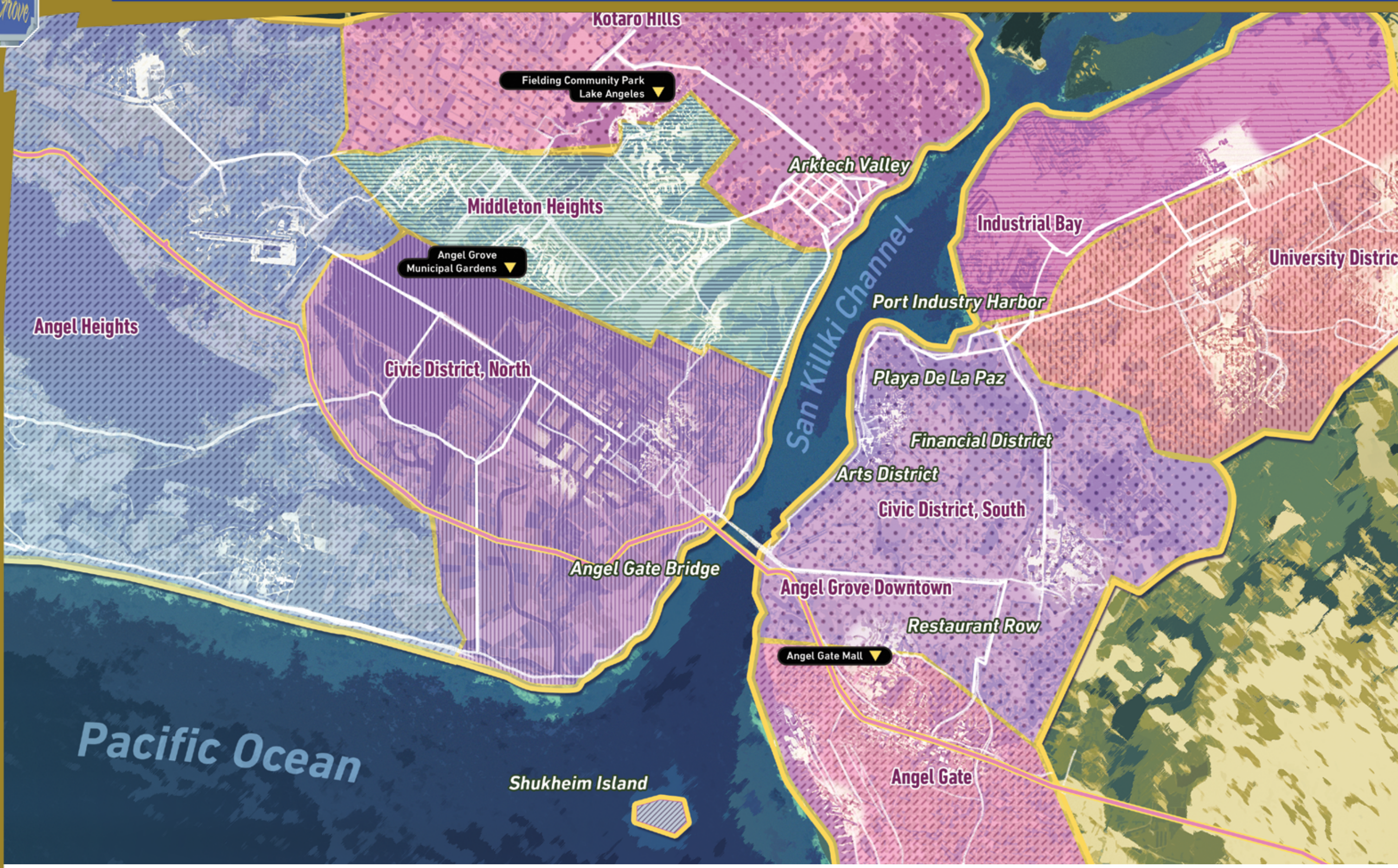
If they come to the Command Center, he addresses them directly. If not, he messages the following through their communicators:

> *"Excellent work, Power Rangers! Alpha 5 and I have tracked down the quadrant of the Black Eye Galaxy from where the Machine Empire originated the assaults on Angel Grove. The trouble is, however, that our search has narrowed down the location to any one of roughly one thousand planets and their various satellite bodies such as moons and pseudo-solid rings. That is still an extremely large area of space to search – so we need you to use the Good Listener device to narrow things down."*

Zordon then explains how the Power Rangers need to retrace their former steps to some of the places where the energy wave and the Machine Empire flexed timespace to get enough anchoring points for the transmissions from the Good Listener.

These locations are as follows:

- The Top of the Harrison Street Apartments
- The Municipal Gardens Gazebo
- Hole 7 Frisbee Golf at Fielding Park
- The Roof of Angel Gate Mall
- Tunnel Exit on Shukheim Island


Kotaro Hills
Fielding Community Park
Lake Angeles
Middleton Heights
Arktech Valley
Industrial Bay
University Distric
Angel Grove
Municipal Gardens
San Killki Channel
Port Industry Harbor
Angel Heights
Civic District, North
Playa De La Paz
Financial District
Arts District
Civic District, South
Angel Gate Bridge
Angel Grove Downtown
Restaurant Row
Angel Gate Mall
Pacific Ocean
Shukheim Island
Angel Gate

After the Good Listener does its work fully at each of these locations, Zordon and Alpha 5 will believe they have all the routing data they need to know exactly where the Power Rangers need to go, requiring them to return to the Command Center for transport.

This Isn't Just Plug-n-Play

After discussing the different locations, the Power Rangers need to send a signal test from, Alpha 5 explains to them exactly how they are to do so.

At each location, any member of the team must send an enhanced signal burst through the Good Listener along the remnants of the former energy path into space. As the device is made by human engineering – albeit based on reverse engineered xenotech – it requires a power boost from a member of the team to reach the potential needed.

Using the Good Listener

During each scene, no matter what else is happening at the same time to distract them, the Power Ranger – while Morphed – must hold the Good Listener in at least one hand and spend 1 Personal Power.

After the Power is spent, the Good Listener begins to send and receive information about the energy pathways, sending coordinates to the team. All of this takes place in roughly 30-60 seconds, or 1d6+4 combat rounds. As long as the Good Listener is not sheltered from seeing the open sky for that duration of time, the Power Rangers succeed in checking that 'intergalactic triangulation' off the list of necessary information.

Once the team successfully gains the triangulation from each of the five locations, they are recalled to the Command Center to learn the last key angle – discovering where in the Black Eye Galaxy the Machine Empire is lurking, hopefully unaware the Power Rangers are on their way.

The Five Triangulations

When they are ready, the Power Rangers – armed with the Good Listener – can head out to any of the five pre-determined locations to power up their device and obtain the triangulation data from that position. Each location has its own obstacle or conflict to overcome, but the Power Rangers need all five data sets before heading back to the Command Center to connect them with the sixth.

Each of the following subsections should be handled separately, dealing with each as a scene in their own right. In each scene, the Power Rangers risk being Defeated by the obstacle's circumstances, but the effects of that Defeat are all the same – having to start the triangulation signal ping from that location over again. While that might seem minor at the moment, just a few more wasted minutes, but it has significant impact on the forces waiting in *Through the Crystal Gates* (see page 111 for details).

Doctor Tamm, I Presume?

Depending on how the Power Rangers got their hands on the Good Listener, its creator and caretaker, Dr. Adam Tamm, is either on the lookout for its use, watching for his device's wavelength emissions, or looking for "alien activity" that might be linked to its use, or even trying to actively help the team (if they explained what was going on to him earlier).

After either the Good Listener is successfully used once or a group of Putties (any kind) are successfully thwarted at the obstacle, Doctor Tamm appears at the next location. Each of the location descriptions has a *"What Would Dr. Tamm Do?"* notation in its section, explaining what the good doctor does to help the Power Rangers, as he always believes they are a force for good and doing what's right.

Above all else written in any section, Adam is a good man, husband, and father – he does whatever it takes to keep his friends and family in Angel Grove safe. In fact, were Zordon in need of a new Ranger recruit, Adam Tamm would be a fantastic candidate.

Harrison Street Apartments

Already having visited here during the *Gridquake!* chapter of this Adventure Series, the Power Rangers know this building is where the Mighty Morphin Red Ranger, Jason Scott Lee's apartment is located.

The best place to get a clear line of sight to the sky is on the rooftop, right next to **Old Man Hawkins'** pigeon coops. There are a few specifics that make up the obstacle keeping the Rangers from a simple trip to the top for a few easy moments of triangulation:

- Greg Bensen has the keys to the building, including information how to open rooftop access. Without them, all locks are **DIF 16 Infiltration** or **DIF 18 Brawn Skill Tests** to pick or break open.
- The Rangers, if avoiding being Morphed, likely need to use the Infiltration or Deception Skills to get past nosy neighbors within the building.
- Old Man Hawkins' pigeons make a terrible amount of fuss while the Rangers are on the rooftop, giving them a Snag on any required Infiltration or similar Skills to avoid detection while the Good Listener is working.
- The old building's surface is roughhewn brick that has been weathered in a few places. Any attempt to climb the outside, even partially, grants an Edge to the character making the necessary DIF 12 **Athletics Skill Tests**. It takes 2 successes for each building floor's worth of complex being climbed.

For Example, the team fast-talks their way onto the third floor, then has to climb up the outside wall for four total **Athletics Skill Tests** (2 for the 4th Floor and 2 for getting to the rooftop).

If the Rangers choose to simply walk, jump, or climb on up while Morphed, careless as to who sees them, or are otherwise made into a rooftop spectacle, pictures and cellphone footage of them flood the internet and the Machine Empire Sniffers inform them of the team's continued existence – adding 1d2 additional Attention Anomalies to the final total used in *Through the Crystal Gates*.

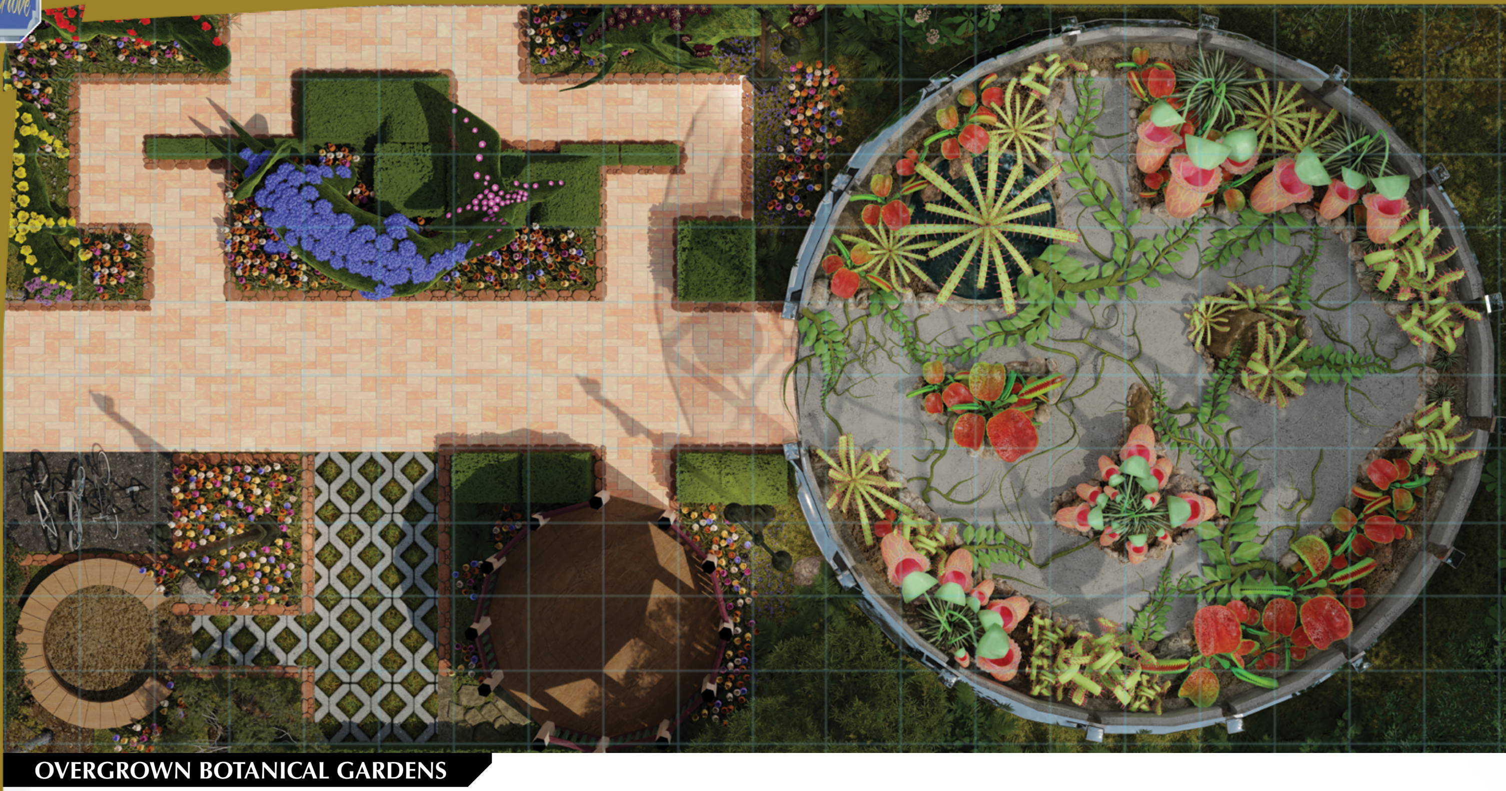
What Would Dr. Tamm Do?

If here to help, Adam runs interference with anyone in and around the building, going so far as to make some kind of 'scene' downstairs to distract everyone from the rooftop.

The Power Rangers can only really be Defeated in this scene if they choose to activate the Good Listener and then take it back inside for some reason. Otherwise, the only negative results to this scene are what happens if the Power Rangers are made into a public spectacle (see above).

The Municipal Gardens

Normally a beautiful location to go, relax, and look upon all manners of Californian and outside flora, the Angel Grove Municipal Gardens have been closed since one of the Dragonzord's wayward knuckle-missiles ricocheted off course and blasted a section of blooming conifers in the western, open air third of the Gardens. This should make it easier for the Power Rangers to sneak into the Gardens, bring the Good Listener to the top of the gazebo, and obtain the triangulation information.



OVERGROWN BOTANICAL GARDENS

As is normal in any adventure, this is not the case.

As noted way back in the *M.I.A.* section of *Gridquake!*, the first time the Power Rangers were introduced to the Municipal Gardens in this adventure, Rita Repulsa had hidden away a planted seed of her vicious monster, the Pumpkin Rapper. The energy wave caused some local troubles, but it also supercharged the Pumpkin Rapper seed in a way that would have caused the monster to grow up into its adult form in just a few short days. The energy wave had started the Pumpkin Rapper seed to begin its growth cycle, quickly turning into the monster Rita wanted it to – but faster than she had expected! When the Gardens were closed for repairs, it seemed like the perfect time to send twelve specially crafted Garden Putty Patrollers to go and gather the grown monster to unleash on the Power Rangers later.

There are two options for describing and undertaking how the Municipal Gardens' scene unfolds – all based on whether or not the Power Rangers managed to find and remove the Pumpkin Rapper's seed when they were first here.

If They Missed the Seed...

Rita's **Garden Putty Patrollers** flooded the Municipal Gardens in search of their quarry, but instead found a mutated version of the rapping vegetable – the **Pumpkin Remix**. The polluted version of the creature easily plants Control Vines into the Putties and begins to make the Municipal Gardens its new lair, causing the curated garden to become lush and dangerous!

By the time the Power Rangers arrive to get up on top of the gazebo and have the Good Listener work out the triangulation data, the whole open-air part of the facility is overgrown with twisted, wire-like vines, trees humming with electricity, and bushes laden with glowing fruit.

The 12 Garden Putties (complete with heads wrapped up in Remix's Control Vines) and Pumpkin Remix do their best to defend their garden lair. They don't specifically try to stop the Ranger using the Good Listener, but the ensuing Combat Scene is more difficult if the gazebo-climbing, device-using Ranger is not also trying to stop the villains.

If They Took the Seed...

If the Power Rangers were fortunate enough to take the Pumpkin Rapper seed when they first visited this place, they are now in luck – it never managed to grow and mutate into Pumpkin Remix!

Rita's Putties still have come to find the seed, ignorant of the fact the Rangers took it. Digging around and searching for the missing would-be monster releases a great deal of the remaining energy pollutants in the Gardens – causing it to become overgrown and infecting the Putties

Dominated (New Condition)

If a player character is ever Dominated, it is partially under the mental commands of the being that dominated it. On the Dominated character's turn, they may only take a Standard or a Move action (plus any Free actions), not both. Additionally, they cannot take actions directly against the being that dominated it, but can use a Free action to attempt a DIF 18 Persuasion (Leadership) Skill Test to shake off the Domination.

Beings that are not player characters that are Dominated are simply placed under total mental command of the being that dominated them, and are controlled accordingly by the GM.

Being Defeated by the Garden Putties and/or Pumpkin Remix forces the Power Rangers to flee out of the Gardens, regroup, and then return to try again – they have to get that triangulation data from on top of the gazebo!

with residual growths from the Pumpkin Rapper seedling's evil influence. The Putties grow strange sprouts around their heads and shoulders, becoming a part of the changed gardens as Garden Putties. This turns the 12 Garden Putties strangely territorial, and they battle the Power Rangers as soon as they are aware of the Rangers' presence.

What Would Dr. Tamm Do?

If the good doctor shows up to help out, he admits that he "isn't terribly well-versed in botany, but he knows bad weeds when he sees them!" and joins the Power Rangers in fighting against the Garden Putties. He has modestly trained martial skills and can hold his own, but the characters will still want to look out for him, as he doesn't have a Morphed form and can't take nearly as much damage as they can.

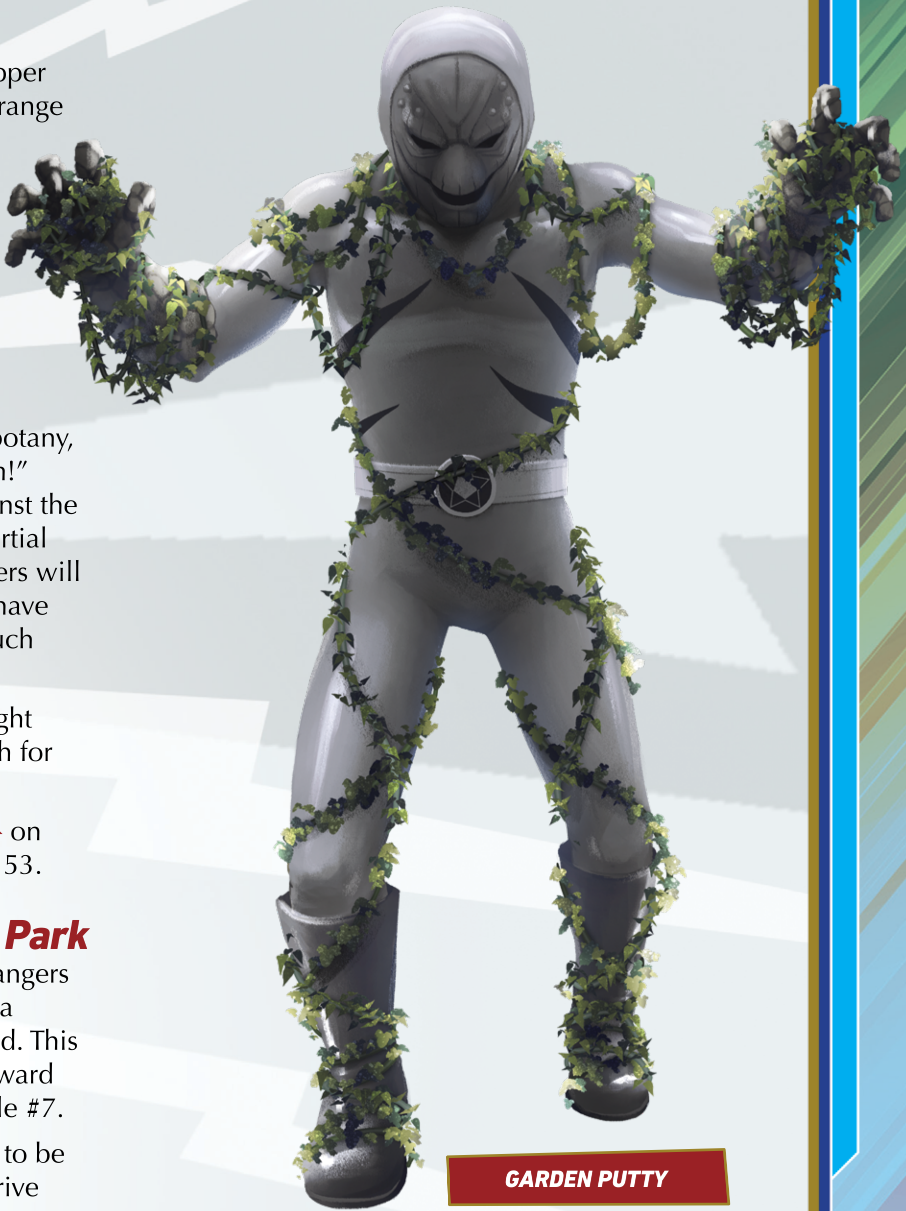
No matter what happens, Adam doesn't fight against the Pumpkin Remix – that's too much for even this brave human!

Use the statistic for the ◀ ***Garden Putties*** ▶ on page 134 and ◀ ***Pumpkin Remix*** ▶ on Page 153.

Frisbee Golf Fields at Fielding Park

Heading back to Fielding Park, the Power Rangers want to get to the highest position in the area Zordon highlighted as having been energized. This puts them right in the middle of the park's award winning, sprawling frisbee golf course at hole #7.

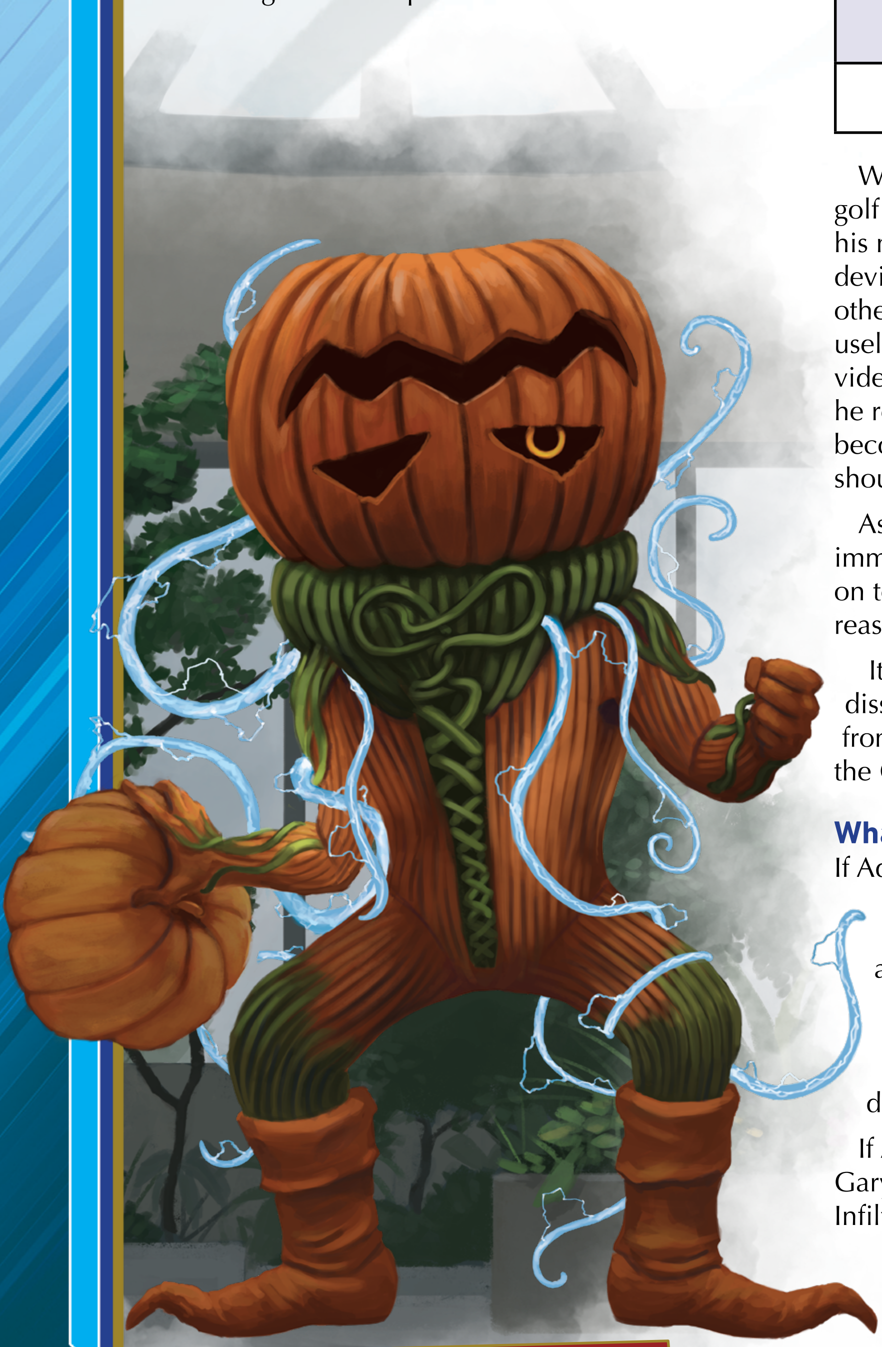
If the Rangers choose to wait for there not to be too many people on the course, they can arrive



GARDEN PUTTY

after hours when Fielding Park is technically closed. If they choose not to wait, they can book a game with a **DIF 5 Wealth Check** to ensure they have secure access. Normally they won't have any trouble getting in position to use the Good Listener and gain the triangulation data.

There is one complication for the Power Rangers, however: an popular shock-blogger and video conspiracist, **Gary "I Gotcha!" Greene**, is lurking around Fielding Park in search of one of the following random topics:



PUMPKIN REMIX

Gary's Gotcha Blog Topic

ROLL 1D6	
1	*"Moon Wizards are leaving enchanting booby traps in our public places."*
2	*"Area 102… twice as top secret as Area 51… is hidden under Angel Grove."*
3	*"The Power Rangers are government agents paid to keep the people relying on them."*
4	*"All of Angel Grove's monsters and aliens are high-end, military grade animatronic devices."*
5	*"Squirrels and pigeons are actually artificially created spies for impending alien overlords."*
6	*"Robots. Everything is being run by robots. EVERYTHING."*

When the Power Rangers arrive near the frisbee golf course, Gary is already lurking around with his multiple recording, scanning, and investigative devices. While many of his lenses, meters, and other technological strangeness are effectively useless for anything but filling his podcasts and vlog videos with weird, almost decipherable nonsense, he records enough of this footage and data to become a problem if he witnesses something he shouldn't.

As it happens, his EMF scanner lights up immediately when the Good Listener is turned on to calculate the triangulation. This is the only reason Gary is to be considered an obstacle.

It's up to the Power Rangers to figure out how to dissuade, distract, or otherwise keep Gary away from Hole #7 while a member of the team is using the Good Listener.

What Would Dr. Tamm Do?

If Adam arrives to give the Power Rangers a hand with their task at Fielding Park, he "takes one for the team" and intercepts Gary. Gary has a long list of conspiracies that involve the tech valley companies like Emegren, and getting to interrogate a prominent member of their scientific executive community would be a dream come true.

If Adam helps here, he does so by distracting Gary, granting the Power Rangers an Edge on all Infiltration (Stealth) Skill Tests during this scene.

Use the statistics for ◀ ***Gary "I Gotcha!" Greene*** ▶ on page 135.

The Power Rangers aren't able to be Defeated in this scene. Instead, each time

Gary manages to get a glimpse or record a Power Ranger in their Morphed form, add +1 to the additional Attention Anomalies to the final total used in *Through the Crystal Gates*. This signifies the additional media hype from Gary's blog when he tells and shows everyone what he saw at Fielding Park – and puts his own wacky spin on it.

Hanging Out at Angel Gate Mall

Angel Gate Mall is still chugging along the paths of American consumerism, unhindered by the appearance of Ghengis Khan and the other temporal fractures in *Blasted from the Past*, and the Power Rangers must get onto the rooftop and activate the Good Listener for this area's proper triangulation.

Once on top of the building, the process should be relatively simple, but due to the recent interactions with the 13th-Century warlord, security at the mall has been dramatically increased. The former wide-smiling and helpful badge-by-the-hour guards have all been replaced two times over by professional security agents that advertise their "ability and proclivity to deal with Angel Grove's oddities."

There are a total of 20 **Oracle Inc. Security Agents**; eight patrolling the parking lots and sidewalks on foot, two driving around in the mall's security golfcart, seven walking the stores and halls inside the mall, and three in a camera-hub van by Gate A.

All the Power Rangers need to do is get by all this security and either climb or jump on top of the mall or use their alter-egos to gain access to the rooftop access doors inside the mall. Unless seen on their way, the roof itself is a safe space to perform their necessary task.

Getting there involves circumventing all or some of the following facts about the current state of Angel Grove Mall:

- Three **DIF 15 Infiltration Skill Tests** are needed to avoid being seen (if out of place or in an area the Rangers shouldn't be) by the Oracle agents.
- The camera-hub van in the parking lot near Gate A imposes a Snag on all Infiltration (Stealth) Skill Checks while it is still in operation. It collects and monitors all data from the mall's many cameras and additional Oracle-placed minicams. All Science, Technology, and related Skills used to sabotage, erase, or hinder the van's utility should be done against a **DIF 18**.
- If using their alter-egos inside the mall to get access to the roof, they can't sneak past everyone involved, as the current staff janitor is spending much of his shift re-painting the stairwell. The characters need to convince him with **Deception or Persuasion Skill Tests (against his Cleverness Defense of 16**) – or alternately let him know they are Power Rangers. He would just about anything for "the real heroes of Angel Grove."

What Would Dr. Tamm Do?

Adam has had dealings with Oracle Incorporated in the past when Emegren hired them to protect certain sites containing monster remains, and he knows personally how to use the right communication lingo and terminology to at least buy the Power Rangers additional time to get their task complete.

If Adam is involved in this scene to help the Power Rangers, he can keep the Oracle Security Agents at bay and looking in all the wrong directions for 1d4+1 rounds, starting when the Power Rangers give him the signal to do so.

As needed, use the statistics for an ◀ ***Oracle Incorporated Security Agent*** ▶ on page 150.

If the Oracle agents catch the Power Rangers trying to get on top of the mall grounds, they consider them a potential threat to the consumers within – the past weeks' events have put a lot of people on edge, possibly to the extent of paranoia. They try to scare the Power Rangers away at first, but they are more than ready to use their sonic and stun guns to deter another situation.

If the Power Rangers are forced to use combat abilities in any way to deal with the Oracle agents, or if they flee the scene to return at a later time, or in any way fail to get the triangulation data without being harangued by the security force, they suffer Defeat.

In the case of Angel Grove Mall, Defeat means Oracle Inc. calls in the **AGPD** and they surround the mall for the remainder of the day, forcing the Power Rangers to go to a different event (if possible) and come back to try this one again afterwards. Additionally, each time the Power Rangers suffer Defeat at this event, add 2 Angel Grove Police Officers to the security staff patrolling the parking lots.

The Shores of Shukheim Island

The Dragonzord's recent rampage through Angel Grove, one of the largest conflicts of the area in recent times, began here. Where the Machine Empire starship plunged into the bay and then tunneled its way to where the giant machine beast was slumbering, the primary knot of the Arachnofiend's tunnels twist and turn beneath the abandoned land mass off the western coast: Shukheim Island.

The Good Listener cannot function properly in the tunnels under Shukheim, meaning the Power Rangers must do so from the ruins of the topside portion of the island instead. This would normally not be much trouble for a Power Ranger team, but ever since Rita Repulsa and Lord Zedd discovered Wolfbane, they know Zordon's best have taken a strange interest in the area – so they have laid a trap for them there!

Like taking a page out of the old handbook versus the original Mighty Morphin Power Ranger team, Zedd and Rita have released 24 **Z Putty Patrollers** onto the island to soften up their multi-spectral foes before unleashing a mighty **Knasty Knight** upon them!

In order to get to Shukheim Island, the characters may once again use their Zords or by using their Wrist Communicators to teleport from the Command Center. If they choose to instead travel as civilians to avoid making a scene or using up their resources, there are several privately owned docked boats along the channel as well as a ferry service that can be rented for just a few dollars per person at a **DIF 10 Wealth Check**.

What Would Dr. Tamm Do?

If this is an event where Adam is going to be able to help the Power Rangers, he arrives just in time to let the team hop onto his family's fishing boat (a 20 foot long commercial outboard-style) and take them across the bay to the shores. Once there, he helps as much as he can, even going toe to toe with the Z Putties – but then intelligently fleeing when Knasty Knight arrives!

Once on the island, the Power Rangers (and possibly Dr. Tamm) are engaged within just a few minutes by 2d6 **Z Putty Patrollers**.

At the end of each round of combat, 1d4 more Z Putty Patrollers run into the scene from a random direction, rolling for their next round's Initiative immediately. There are only a total of 24 Z Putties assigned to the island; the GM needs to keep track.

After a full minute of combat (10 rounds), or when the last Z Putty on the island gets Defeated, the Knasty Knight leaps from out of a shallow tunnel with the following announcement:

> *"Oh yes, Power Rangers! Milord Zedd knew you would come sniffing back around here! I'll make space dust out of you! I don't remember our last joust, but this one shall be thy last!"*

Use the statistics found on page 175 for the ◀ ***Z Putty Patrollers*** ▶ and on page 145 for ◀ ***Knasty Knight*** ▶ in his normal size.

During the battle, if Knasty Knight is at 3 or less Health at the end of the combat round, Lord Zedd takes advantage of the moment; he appears as a sorcerous image in the sky, and hurls an alchemical grenade down to the Knasty Knight, who smashes it on the ground, healing completely and enlarging to his Grown Size.

> **"Rita's magic can only take you so far, you medieval malcontent! Now it's time for Zedd to make this knight TRULY nasty and GROW!"**

While the grenade explodes as soon as Lord Zedd hurls it down to Knasty Knight, it takes 1d2 combat rounds for the monster to fully be ready to continue combat, possibly giving the Power Rangers time to call upon their Zords, if they haven't already begun the process.

Use the statistics on page 145 for ◀ ***Knasty Knight*** ▶ when he explodes into his Grown Size.

Technically, once the Power Rangers have gained the triangulation data from the Good Listener, they have accomplished all they need to at this event. They still need to finish off Knasty Knight, as it isn't very heroic to leave a magic medieval alien roaming around to wreak havoc!

As the Knasty Knight is Defeated, his armored body shrinks and falls to the ground with a loud groan. The area around him shimmers with energy, and he disappears, seemingly back to his own time!

Back at the Command Center

Once the Power Rangers have managed to get all five locations' triangulation data, Zordon has Alpha 5 transport them back to the Command Center immediately so they can link it up with the sixth and final piece – where the Machine Empire tried to regain control over the Dragonzord and destroy the Center itself.

One Small Step

The Power Rangers have gathered all five important triangulation spokes of data from around the interaction sites of greater Angel Grove. They are ready to add in Zordon's sixth directional steerage and complete the interstellar roadmap to where their opponents are lurking, hurling energic threats across the galaxies, and tele-kidnapping people throughout time and space.

Once they have that information, this section of the adventure puts the team on its first steps to truly put an end to this threat from the Machine Empire – even if it is just a small step on a very long journey to be the heroes they were meant to be.

To do that, they must first commandeer one of Lord Zedd's most prized possessions…

How Fluent is Your Horathi?

After they put the triangulation data to good use, Alpha 5 and Zordon call the Power Rangers to the Command Center (if they are not already there), bring them into the holographic dome, and open up a wide illustrated image of a starscape. A quick **DIF 10 Science (Astronomy) Skill Test** will show at a glance they are looking at a distant galactic mapping; a Critical Success on that test reveals it is the Black Eye Galaxy.

With a few flicks of glowing switches, Alpha 5 traces a glowing set of lines between a dozen different stars leading to a long stretch exiting the galaxy.

> *"Great work, Rangers! We now know exactly where these threats against Angel Grove have been coming from, and ay yi yi, is it a long way away! Look here. This is the desert planet of Horath. It was conquered and enslaved by the Machine Empire a long time ago, and its people are sadly being used for their powerful and durable bodies."*
>
> **He points at a small glowing speck nearby as Zordon picks up the explanation.**
>
> *"This is Horath-III, the third moon of Horath, and it is where all of our problems have been stemming from. The crystalline moon was also once used as an incarceration facility – the Prism Prison. It seems that the Machine Empire has re-opened the prison, and that is where we will likely find all of our missing friends and neighbors."*

Read the sidebar about the planet Horath and its people for greater details that Zordon can give to the Power Rangers, keeping in mind that some details are technically from the future of Angel Grove and the Morphin Grid.

Zordon continues to explain the plan after the Rangers are as well-versed in Horath knowledge as they wish to be.

A Short Lunar Layover

It is almost time for the Power Rangers to make their way all the way to the Prism Prison on the third moon of Horath. Zordon explains that the Beta Beam can teleport the team quite a distance – but not all the way to Horath, and definitely not back again.

Luckily, he and Alpha 5 have a plan.

All the mechanomantic, temporal, and Morphin Grid energy the team have been scanning, collecting, and ultimately gathering in storage at the Command Center – and now has a use.

Without having special vehicles to assist them or the Power Core prepped for such a long-distance transfer of Morphin Grid energy in order to make the journey, the Power Rangers must actually make use of the closest deep-space transit device he knows of.

Rita's sorcerous RepulsaScope is a magical viewing telescope machine that allows her to see through millions upon millions of miles of empty space. It is Zordon's belief that, by setting the device's sights on Horath-III and pouring all of the stored energy fragments into the RepulsaScope through their Morphed selves, the telescopic properties of the device should send the team across the void and onto the shimmering surface of the Prism Prison!

Of course, Rita and Lord Zedd are not about to simply stand aside and let the Power Rangers borrow her RepulsaScope. They must teleport to the darkest corner of the Lunar Palace, sneak past all the various Putties, avoid any of Rita or Zedd's lieutenants, and then use the device and be on their way.

If all goes well, it shouldn't be too long before the Power Rangers are standing on Horathi soil – a few galaxies away.

When the Power Ranger team is ready, Zordon has them gather for the Beta Beam and teleports them to the only corner of the Lunar Palace. There are a few minor rules about this part of the trip, however. All of the following are true about being within the walls of the Lunar Palace:

Horath and its Noble People

Horath is a dry, hot, desert planet in the Black Eye Galaxy that consists of rocky plains and sandy stretches of wasteland beneath which the Horathi people live and dwell.

Living this way has made the Horathi trained survivalists and hardy beings that see even the harshest weather systems a planet like Earth has to offer as a pleasing vacation.

Warrior-Poets

For as long as the Horathi have maintained their history, a spoken tradition of folklore and living legends among their people have been at the core of their beliefs. Rather than risking their history in libraries and databases, the Horathi pass on their morals, historic events, and mythic heroes – although other cultures have made record of them after the fact. The Horathi have always leaned on their martial skills as a way to compete with one another through highly ritualized contests and respectively safe trials by combat to solve minor disagreements. On Horath, there is great respect for those who can tell their peoples' tales and defend their peoples' traditions and safety; those who can do both in equal amounts are the stuff legends are made of.

Genetically a mixture of reptilian and mammalian genomes, each Horathi might look slightly different from any other member of the species. Their reptilian survival traits manifest physically in various ways, creating a humanoid patchwork puzzle of toned muscled, scaly skin, and dense, claw-like protrusions. No matter what parts of a Horathi are reptilian versus how much is mammalian, they are cold-blooded creatures that rely on technology to maintain their body temperatures when unable to do so naturally. They are remarkably tough beings that have been put to the test over the centuries – tenacity and bravery in the right amounts to make some of their kind into valiant Power Rangers.

Occupation of the Machine Empire

The native species to the stony desert planet of Horath, the half-reptilian Horathi were enslaved on their own world for generations by Prince Gasket and the denizens of the Machine Empire. Their longstanding occupation by the Machine Empire helped push them into a higher state of technological advancement, allowing them to adjust their own body temperatures through wearable implements, fabricate advanced weaponry, and maintain healthy livelihoods not rooted in just surviving a hostile occupation.

While some Horathi had managed to escape their world's capture and become interstellar refugees, it is due to a particularly brave refugee named Tritor that their world will find true freedom. After meeting up with some unlikely allies from Earth and seeing their relentless independence, Tritor returns home to overthrow his peoples' unwanted masters.

The Ballad of Bulk & Skull

In the not-too-distant future from the events of Adventures in Angel Grove, perhaps on account of them, the refugee Tritor came to Earth and meets two unlikely allies – the fiercely independent and unconventional freedom fighters known as Bulk and Skull. From them, he learns how to question authority and stand up for what he believes in despite unfathomable odds. By watching the slapstick "fighting" methods the two punks use to put their enemies off balance before imposing their free thoughts and behaviors upon them with no real regard to themselves or their safety, Tritor believes he had discovered an unorthodox way of standing against their oppressors in the Machine Empire. Upon returning to Horath, he brings with him an epic Ballad of these two unlikely heroes from a faraway place, teaching his own people how to always stand up for their freedom and fight against the stagnant rule that had been oppressing them for generations. After winning Horath's freedom, Angel Grove peace officers Bulk and Skull become legends from beyond the stars representing liberty, free thought, and selflessly battling superior foes at all cost! But that is all in the future…

- The Power Rangers' Zords can't answer their Call to Action
- The Morphin Grid has its connection stymied to the inside of the Lunar Palace, and no Power Ranger can regain Personal Power from any source outside of the Lunar Palace
- If the Rangers suffer Defeat on the Lunar Palace as a team, Zordon is forced to teleport them back to the Command Center to regroup – which would be a huge setback.

Here We GO, GO!

It is time for the Power Rangers to start their journey across the stars!

When they are ready to leave the planet – likely an extremely strange moment for these people, and GMs are encouraged to add in some personal drama surrounding this fact – the Power Rangers go to the Beta Beam transporter array and are prepped for teleportation. They are also given a small, crystal and metal-shelled battery.

This device is the magna-battery, and it is where Zordon has concentrated all of the collected energy particles and wavelengths the Power Rangers have helped find, collect, and contain in the past few weeks. It is what powers their long-distance trip to Horath-III. When the Rangers find the RepulsaScope in the Lunar Palace, Zordon gives them further instructions on how to use it. For now, however, there isn't time to waste!

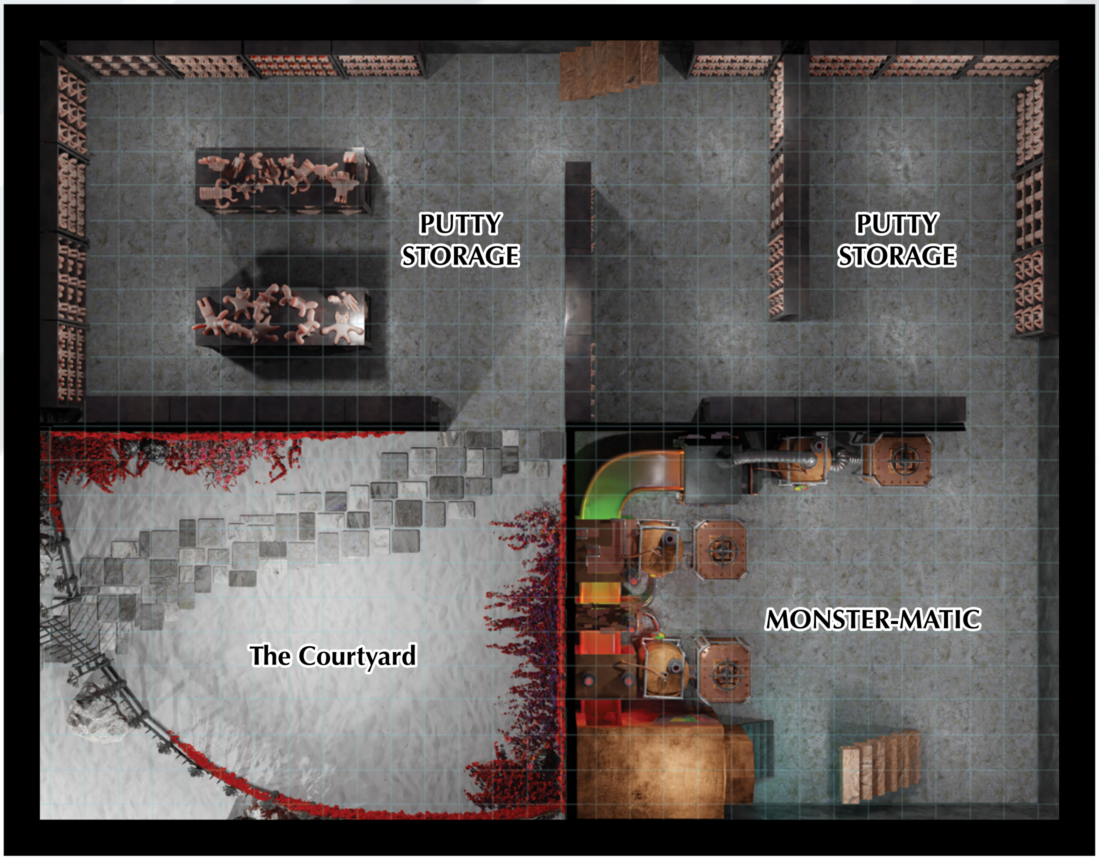
Ready and armed for the journey, the Power Rangers are then blasted across 238,900 miles of empty space to rematerialize in the misty courtyard of the Lunar Palace.

The Lunar Palace

There are many different floors, chambers, levels, and hallways that make up the inner workings of **Lord Zedd** and **Rita's** Lunar Palace. Between their sorcery, alien magics, and constant technological alterations by **Finster** and **Baboo**, there is no good way of knowing how to get around inside of the Lunar Palace itself. There are even rumors that parts of it move to help maintain strange ritual requirements or to effectively confuse trespassers.

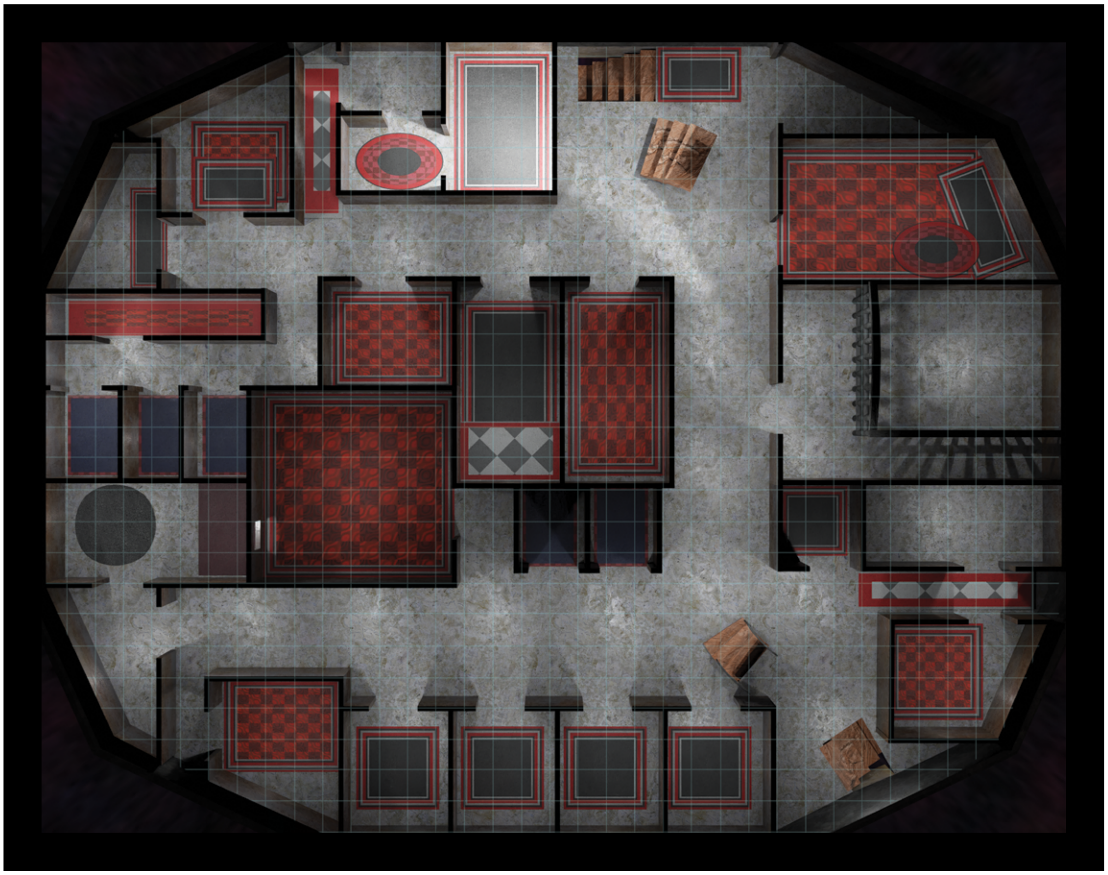
This confusion is represented by having four specific locations with scenes involved: The Courtyard, The Monster-Matic, Putty Storage, and the Viewing Balcony.

THE LUNAR PALACE: FLOOR 1


PUTTY STORAGE
PUTTY STORAGE
MONSTER-MATIC
The Courtyard

THE LUNAR PALACE: FLOOR 2

Various rooms and chambers.



The Courtyard

An area of flat, cracked moon rock surrounded by a low wall, the Courtyard is where some of Rita's monsters and lieutenants come to practice duel, work on new techniques, or test equipment without fear of damaging important things within the palace. It is rarely occupied and the only place the Command Center can reliably teleport the Power Rangers to.

When they arrive, they are thankfully alone and can try to get their bearings before venturing into the Palace's inner chambers.

As soon as they begin to look around, a **collective Alertness (Investigation) Skill Test** needs to be made. The team nominates one character to make the Skill Test, and each character with at least one Rank in Alertness grants ↑1 dice shift on that original test.

Based on the result of that Skill Test, the Power Rangers gain some potentially useful equipment and information, and it helps determine which scene the team can go next:

10 or less: There are a few scattered one-handed and two-handed melee weapons made from Monster-Matic clay. They are used by the monsters to occasionally practice against Putties during their downtime. Following the clay chunks leads to the Monster-Matic.

11-20: Including all of the above, the Rangers can hear the echoes of evil laughter from within the Palace, but they cannot tell exactly where it is coming from. They can home in on a set of doors that are decidedly quieter however, if they wish to maintain stealth. They can follow the silence to Putty Storage.

20+: Including all of the above, through a window on the second floor, just above the Courtyard's inner walls, silhouettes pass by that the Rangers recognize – Lord Zedd, Rita Repulsa, and **Scorpina**! They are having some kind of animated discussion, and they walk away from the edge of what looks like an open tower window. The Rangers easily see that they can ignore those three powerhouse foes and run over to be just beneath the Viewing Balcony.

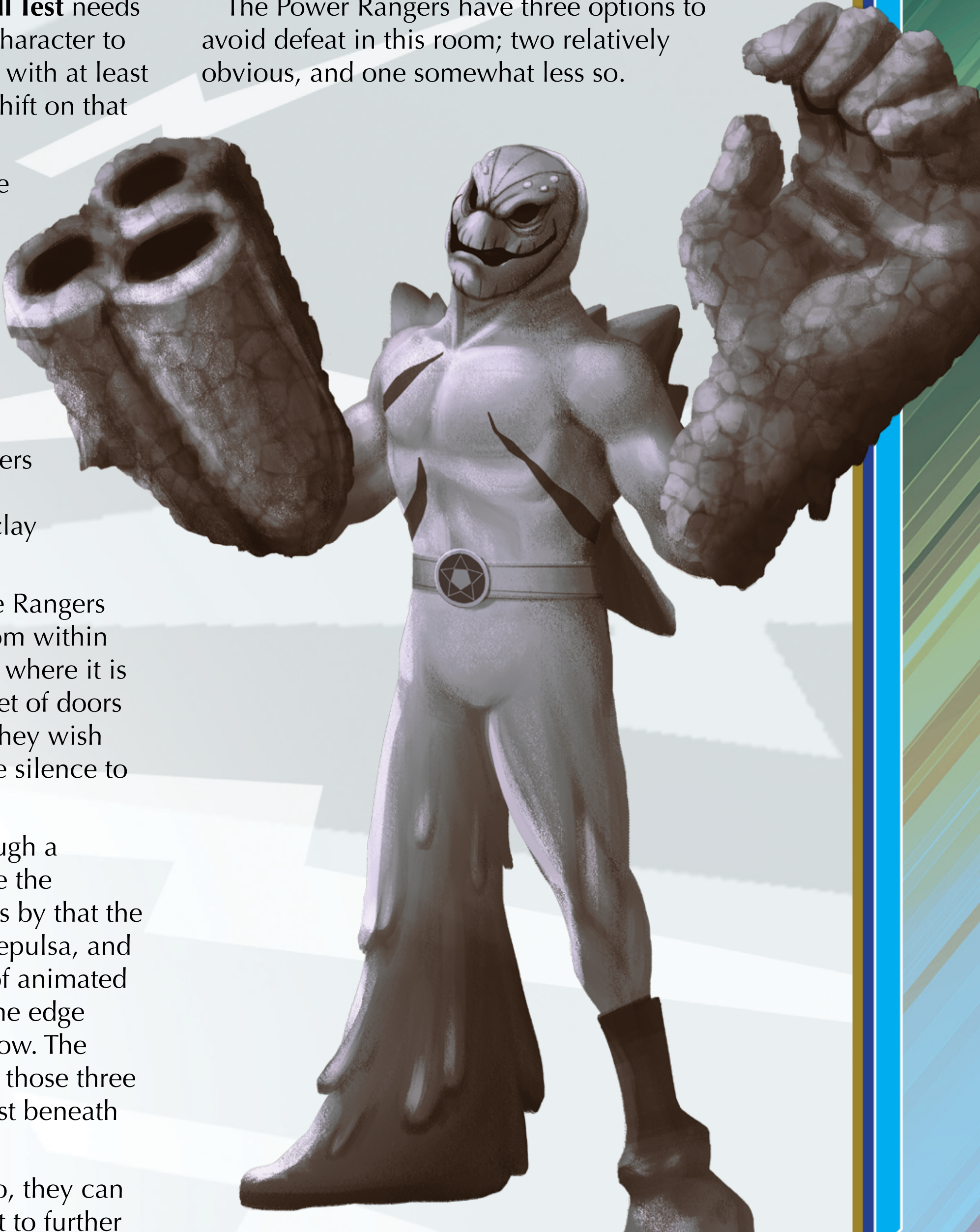
Once they determine what next to do, they can go to that scene and do what they must to further their progress.

The Monster-Matic

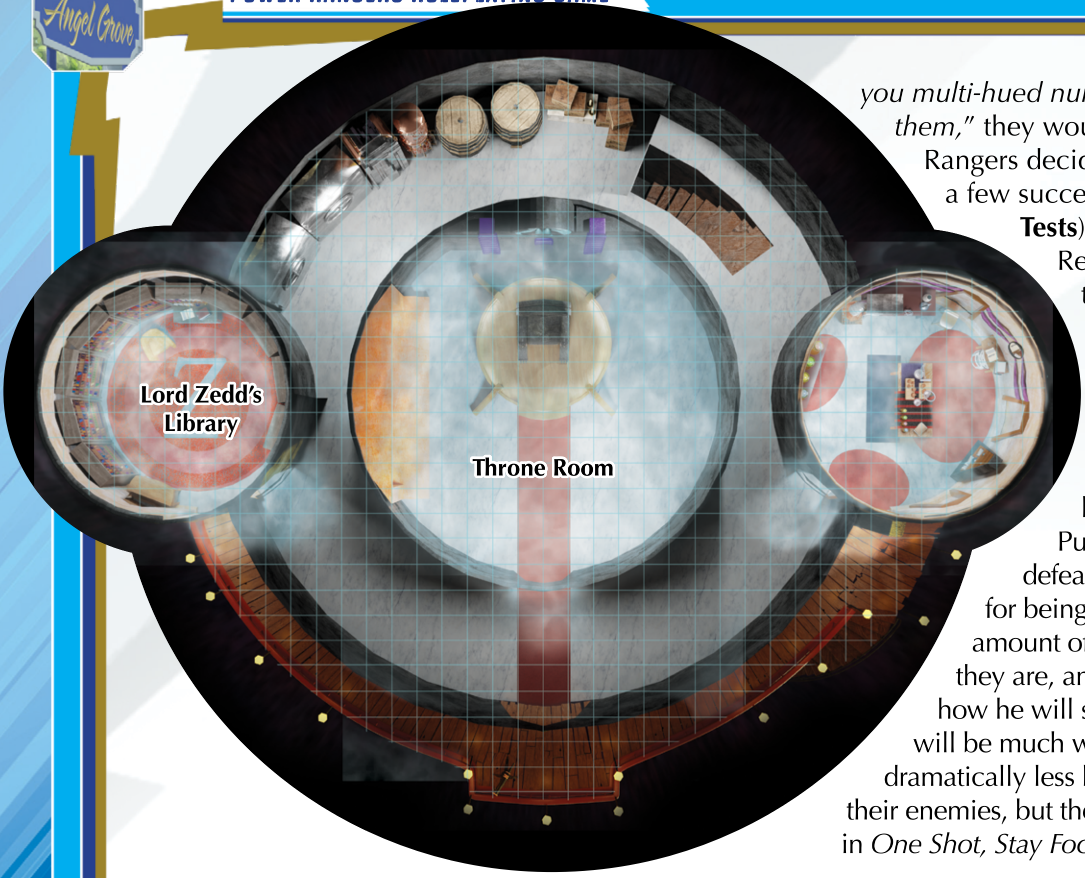
The Power Rangers enter a room dominated by a huge brass steam work boiler, conveyor belts leading in and out of mysterious machines, pipes and gauges all over the place, and rows upon rows of uncooked clay mannequins in the shapes of various types of Putties – the mechanism collectively known as the Monster-Matic is a sight to be seen.

It isn't the only noteworthy thing in this room, though. Standing on the far end of the room, back turned to the Rangers as they enter, is the creator and chief artisan in the use of the Monster-Matic: **Finster**!

The Power Rangers have three options to avoid defeat in this room; two relatively obvious, and one somewhat less so.



IMPERFECT PUTTY



- The Power Rangers can try to attack Finster directly, gaining surprise automatically. He fights back (use the statistics found on page 133), but will end his turn throwing the switch on the Monster-Matic. This will produce a block of **15 Putty Patrollers** (stats on page 154) who will come to life in the next combat round and attack the Rangers!
- The Power Rangers can attempt an **Infiltration (Stealth) Skills Test** to simply sneak past Finster while he works, rolled against Finster's Alertness Skill (with a Snag due to him being distracted) to set the Difficulty for the team's Infiltration Skill Tests. If they are caught, Finster first defends himself and the Monster-Matic, but says things like *"Wait! It's the Machine Empire you want, not us!"* or *"Stop! I think we want the same thing, Power brats!"* If the characters do pause and listen to him, it will be as described in the next bullet-point.
- If given the opportunity to talk, Finster will explain that he – in all his evil genius – has also figured out the Machine Empire is who has been causing all the problems and even knows about Horath-III. He tried to tell Rita and Zedd, but they have been so focused on *"how Zordon and you multi-hued nuisances stole Goldar from them,"* they would not listen. If the Power Rangers decide to trust him (perhaps after a few successful **Alertness (Insight) Skill Tests**) with their plan to use the RepulsaScope, he will take them directly to the device and make sure no one hinders them in the *One Shot, Stay Focused* event.
- If the Power Rangers defeat Finster or sneak past him, they can continue into Putty Storage. If he or his Putties defeat the Rangers, he scolds them for being fools, makes a monstrous amount of fun about how shortsighted they are, and then proceeds to explain how he will still help them and why. They will be much worse for wear, and likely feel dramatically less heroic getting help from one of their enemies, but they are still allowed to continue in *One Shot, Stay Focused*.

Putty Storage

The Rangers have entered the room where Finster stashes his unfinished Putty and monster creations – all the things he has yet to bake in the Monster-Matic next door. It is a dimly lit series of differently sized shelves and stacks, each containing several copies of clay beasties in a variety of different shapes, styles, and degrees of doneness. Overall, it gives the entire room an extremely creepy feel – like the Power Rangers are walking in a mausoleum for clay monster dolls.

Creepiness aside, there is a bigger problem in the Putty Storage room: the **Imperfect Putties**. There are, at any given time, 2d6 Imperfect Putties lurking around the Putty Storage area. Finster gives these malformed creations general labor tasks to accomplish, but always reminds them to be on the lookout for intruders to capture.

As soon as the Power Rangers enter the Putty Storage room, the Imperfect Putties try to apprehend them for Finster.

Use the statistics for the ◀ ***Imperfect Putties*** ▶ on page 144.

If the Power Rangers are Defeated, the Imperfect Putties hold them captive until Finster arrives and explains his position in the same fashion as he would if he defeated them in **The Monster-Matic** scene.

Otherwise, the Power Rangers can move out onto the landing below the Viewing Balcony.

Viewing Balcony

There are multiple floors in the Lunar Palace, and upon several of them are outlying balconies where Rita and Lord Zedd frequently stand at gaze out across the stars and planets – most frequently Earth. From what the Power Rangers saw a glimpse of, the balcony directly overhead from where they are currently standing has a viewing contraption that must be the RepulsaScope.

Getting up to the balcony shouldn't be too difficult for the Rangers, but they must do so quietly and without rousing the attentions of Rita and Zedd's nearby palace guardsman, a **Dark Warrior**. Copies of this camouflaged swordsman have been made by Finster to wander the palace as its security force, secretly on the lookout for Machine Empire threats, but just as ready to deal with an unexpected Power Ranger intrusion!

The Dark Warrior is 20 feet from where the Rangers are currently standing below the viewing balcony on which the RepulsaScope should get the clear view to Horath-III.

A character can make a short leap up, requiring a **DIF 7 Acrobatics or Athletics Skill Test**, landing on the balcony while making an **Infiltration Skill Test** and taking note of the number rolled.

Alternatively, they can climb up the brass scrollwork on the walls, requiring a **DIF 12 Athletics Skill Test,** but the aforementioned Infiltration Skill Test gains an Edge.

Make note of the Rangers' lowest Infiltration Skill Test result. That sets the Difficulty of the Dark Warrior's Alertness test to hear activity out on the balcony.

If the Power Rangers manage to get up onto the viewing balcony without the Dark Warrior hearing them, they can shut and latch the internal doors, allowing them to go ahead and get things prepared to make transit in **One Shot, Stay Focused**.

If the Dark Warrior hears any of the Power Rangers get up onto the balcony, it comes over to investigate. The Rangers have 2 rounds to prepare for his arrival, hide, or set up an ambush, at which point a Combat scene begins.

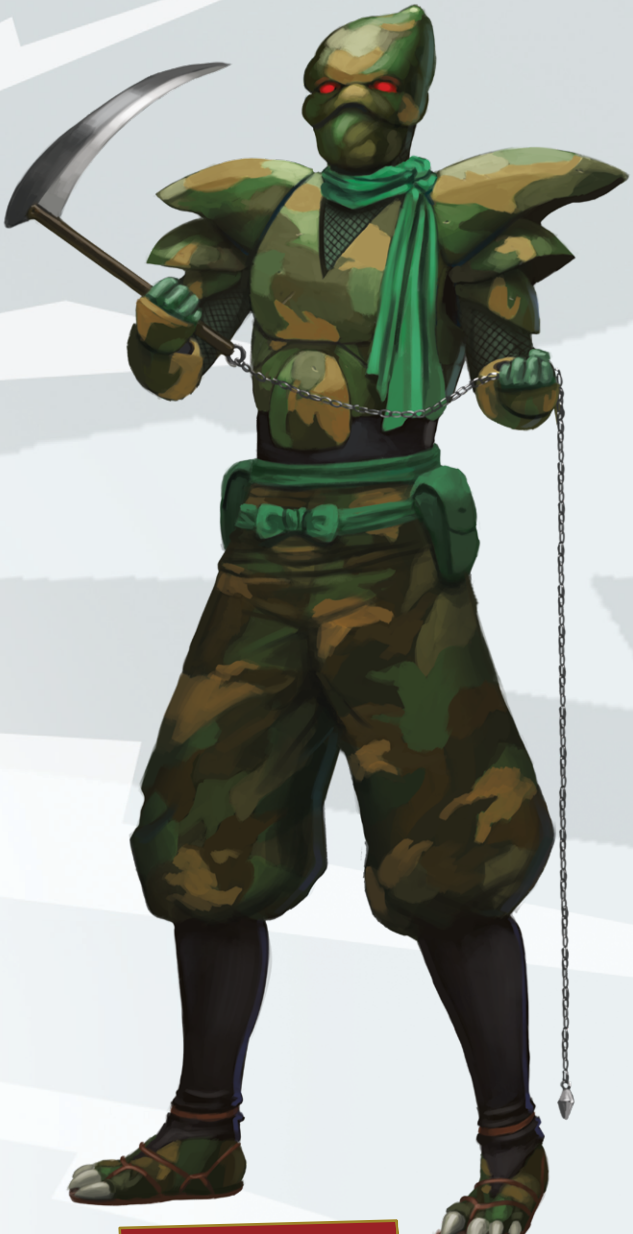
Use the statistics for the ◂ ***Dark Warrior (Normal Size)*** ▸ on page 129.

If the Dark Warrior defeats the Power Rangers, it reports to Finster concerning their existence. Finster, in turn, treats them in a similar fashion as he would if he defeated them personally in **The Monster-Matic**.

One Shot, Stay Focused

No matter how the Power Rangers end up all alone on the viewing balcony with the RepulsaScope, they must now do what they came to the Lunar Palace to do – overcharge that device and ride that energy wavelength all the way to Horath-III.

The RepulsaScope is a huge arcane telescope attached by pipes and wires to a series of crystal and glass viewing globes all mounted to rows of



DARK WARRIOR

brass cart tracks, like a magical trolley cart. By twisting, pulling, and pushing the device around on the tracks, the RepulsaScope can look out any of the balconies toward the farthest reaches of space.

When they are ready to make the trip, they need to contact Zordon to get his help attaching the magna-battery and get the coordinates right. When they send with their communicators, Zordon quickly responds:

> *"Power Rangers, aim the RepulsaScope out the balcony toward Sirius, seven full cranks toward the outer rim, then adjust the lens focus manually until you can see only the Prism Prison of Horath-III. Then connect the spiral energy conduit to the overflow adjusters on the RepulsaScope. When the connection is made the battery will sound the ready tone. Then just step in the path of the viewer and energize your Morpher. The supercharge will do the rest! Now hurry! Before someone catches you. You only get one shot!"*

There are a handful of Skill Tests the Power Rangers need to accomplish to set things up for the long-distance teleport:

- A **DIF 10 Technology Skill Test** allows a character to steer the device around the tracks.
- A **DIF 12 Science (Astronomy) Skill Test** aligns the RepulsaScope onto Horath-III.
- A **DIF 14 Technology (Grid Tech) Skill Test** prepares the magna-battery and attaches it to the RepulsaScope.
- A **DIF 10 Alertness Skill Test** uses the character's eyes to focus the lenses on the direct spot needed.

Then each character merely has to move in front of the RepulsaScope and (re) activate their It's Morphin' Time! Role Perk to transport them across billions of light years of space to land in the next section, *Through the Crystal Gates*.

There are quite a few steps to be performed successfully here, and it might take a few attempts to get everything right. To create tension and ensure the Power Rangers understand the gravity of the situation, each time one of the above tests is failed, there is a chance the team has made enough noise in frustration (or the device making unexpected 'you shouldn't do it like that' kind of sounds) that someone nearby might have heard and come to investigate.

If the Power Rangers fail any of the above tests, roll 1d6, adding +1 for each cumulative time having to roll for failures:

1-5: Nothing Happens; The Rangers can continue untested.

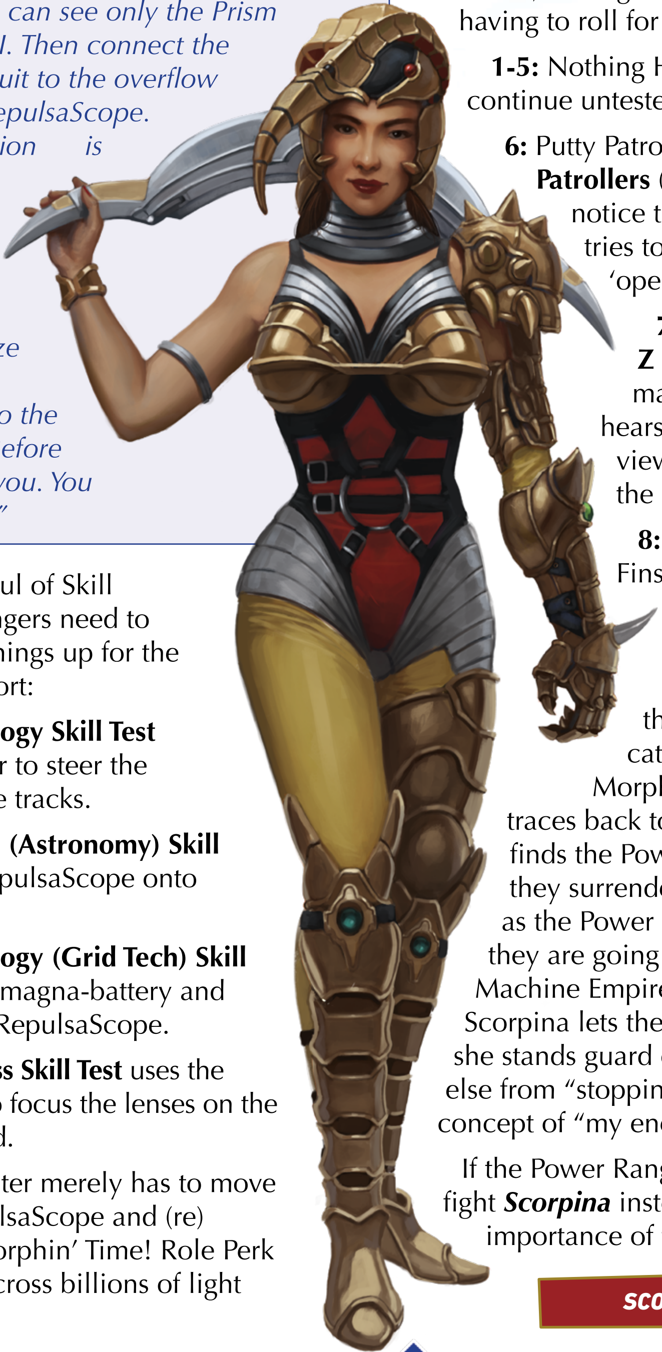
6: Putty Patrol; A small group of 2d2+1 **Putty Patrollers** (see page 154) strolls by and notice the balcony door is closed – and tries to return the door to its status quo 'open' state.

7: Z Putty Squad; A squad of 8 **Z Putty Patrollers** (see page 175) marches through the hallway and hears strange activity within the viewing balcony, investigating where the noises are coming from.

8: Dark Warrior; Another one of Finster's **Dark Warriors** is reporting to the area to deal with potential trespassers.

9+: Scorpina; As she is strolling through the palace, **Scorpina** catches wind of the presence of Morphin Grid energy, following its traces back to the viewing balcony. If she finds the Power Rangers there, she demands they surrender, opening a dialogue. As long as the Power Rangers tell her the truth – that they are going to Horath-III to deal with the Machine Empire and release the prisoners – Scorpina lets them continue their work. In fact, she stands guard over the halls to dissuade anyone else from "stopping by." She understands the concept of "my enemy's enemy is my friend."

If the Power Rangers decide to go ahead and fight ***Scorpina*** instead of convincing her of the importance of their mission, use the statistics



SCORPINA

on page 158. Scorpina will flee the scene to find help if she is brought below 5 Health.

Once the Power Rangers have everything lined up and in working order, they can do as Zordon instructed and ride the energy wavelength all the way to Horath-III

Through the Crystal Gates

In a blast of energy particles and solidified wavelengths, the Power Rangers are transported across billions of light years of empty space. The trip takes just a few colorful minutes, with planets, comets, stars, and entire galaxies zooming by as they rocket across the cosmos, their bodies existing as energy only.

As soon as the Power Rangers arrive onto Horath-III – the crystalline Prism Planet moon – the team is confronted by a long stretch of open terrain leading to a seemingly impenetrable set of gates made of the densest energized crystal.

This whole area between their landing site and those massive doors is being watched over by Machine Empire assets and worked by Horathi laborers.

Depending on how well prepared the Machine Empire is for this invasion, the Power Rangers need to avoid or confront their assets – while maybe convincing the locals to lend a scaly hand at the same time!

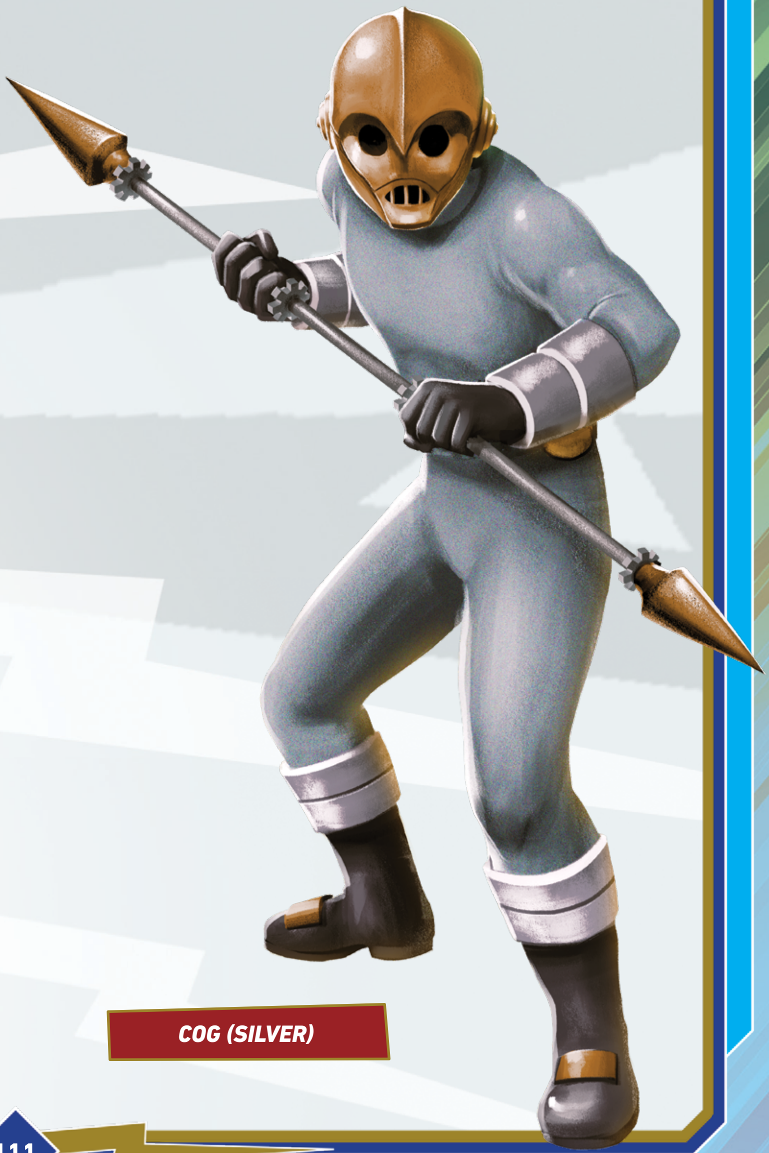
Hyper-Energic Transportation: Pros and Cons

There are some definite ups and downs with turning yourself into a malleable form of energy and transporting yourself across a few galaxies. While Zordon had given a few minor warnings and positive thoughts about the process, the Rangers must abide from the following benefits and limitations concerning the transportation and the time the team must be on Horath-III:

- The Power Rangers immediately heal all lost Health in their Morphed form, regain any lost Essence Points, and arrive at full Personal Power.
- The Power Rangers cannot call upon their Zords or Combine into Megaform.
- The atmosphere is breathable on Horath-III, but thick and difficult. Outside of their Morphed form, the Power Rangers suffer a Snag on all Strength and Speed-based skills.
- The Morphin Grid stretches across space and time, but is blocked from reaching inside the Prism Prison. This means the Power Rangers have access to all of the non-Zord equipment and abilities from the residual energies outside. They also don't replenish their personal Power unless they spend at least an hour outside the walls of the prison.

When they arrive and take stock of their situation, Zordon addresses them:

> *"Welcome to Horath-III, Power Rangers! From where you stand you can surely see the entrance to the Prism Prison, the mighty crystal gates. Beyond those ten-ton sheets of plasmatic quartz lies the facility itself, where we are sure our friends and their fellow victims are being held captive. You need to get past those gates, Rangers, find our friends, and deal with whoever is steering the Machine Empire against us!"*

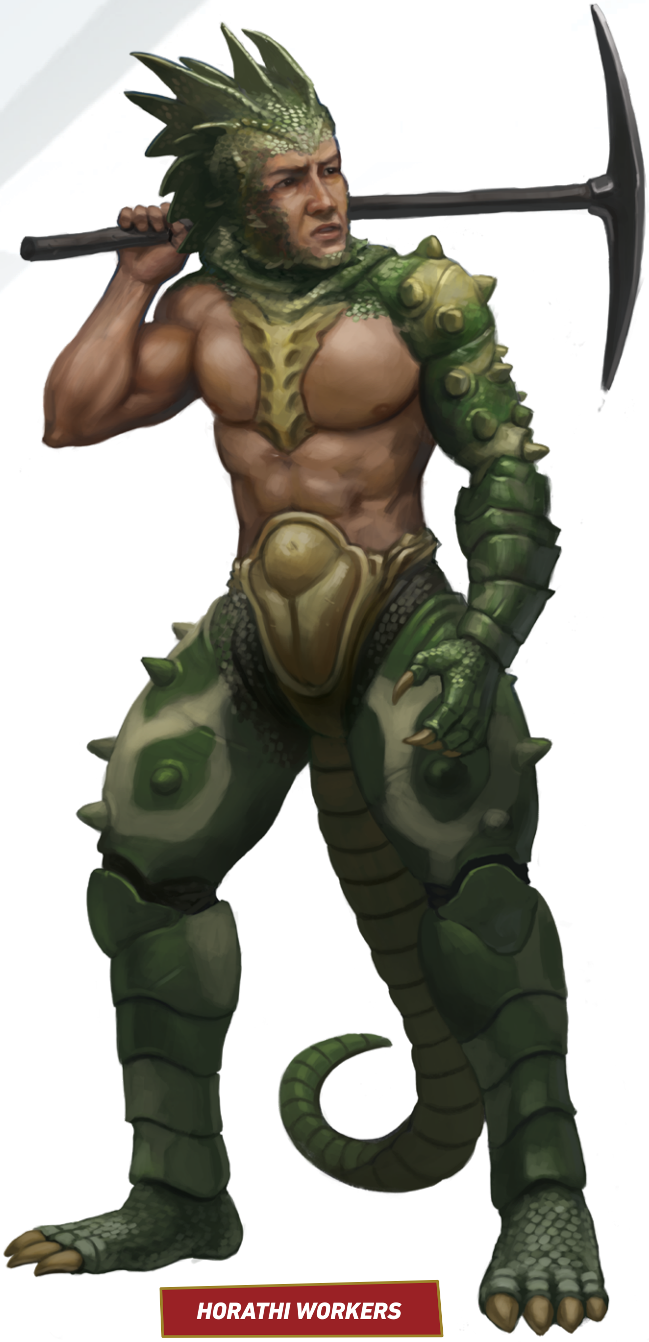

COG (SILVER)

Three Hundred Yards; A Straight Shot

The terrain between where the Power Rangers appeared and the crystal gates is a dusty open plains scattered with a few rocky spires and several salt fields being harvested by the oppressed semi-reptilian Horathi workers.

There are also numerous patrols circling the moon on watch for potential escapees who don't hesitate in dealing with any trespassers.

The Power Rangers must cross this stretch of relatively open terrain to reach the crystal gates. Even just running on foot would take roughly two minutes to cross, but this would surely invite conflicts with the patrols along the way, possibly making things immensely more difficult on them than it has to be.



HORATHI WORKERS

Crossing the Open Fields

When the Power Rangers choose to head to the crystal gates, they encounter one obstacle per member of the Power Ranger team along the way; four members get four encounters, six members get six encounters, and so on.

Each kind of encounter is randomized, but how the Power Rangers choose to deal with the encounter is completely up to them.

For each encounter, roll 1d6:

1: Sweeping Spotlight

2–3: Machine Empire Patrol Type B

4–5: Machine Empire Patrol Type A

6: Horathi Workers

Sweeping Spotlight

Tall towers surrounding the Prism Prison support crystal-projection spotlights of different colors that slowly sweep across the rocky plains in search of escapees, fleeing workers, and possibly trespassing threats.

The **Cog** manning one of the spotlights believes they might have seen someone running around in the open terrain and now is actively sweeping his shining crystal spotlight in that area in hopes to catch them!

There are effectively two ways to defeat this encounter:

- All Power Rangers can succeed in a **DIF 14 Infiltration or DIF 16 Acrobatics Skill Test to** simply dodge and weave and duck away from the colored spear of light as it passes by. For each Power Ranger that fails this test, add +1 to the team's total Attention Anomalies for determining patrols.
- Any Power Ranger with a ranged attack can attempt to hit the spotlight's Toughness Defense of 16 at a range of 90 feet. If they succeed, they shatter that tower's crystal and put out the light. If they miss, add +1 to the team's total Attention Anomalies for determining patrols.

Machine Empire Patrols

One of the Machine Empire's Cog patrols has entered the same portion of open terrain as the Power Rangers have, and unless they can avoid them altogether, they have a fight on their hands.

Important Note: Attention Anomalies and the Prison Patrols

The Machine Empire has been watching radio signals, internet broadcasts, and other media transmissions from Angel Grove in order to know what kinds of chaos and anarchy their energy wave and further assaults created. Viewing as a form of enjoyment left them open to noticing the powerful triangulation signals from the Good Listener, and may have also led to them learning about the activities of the Power Rangers – potentially enough to better prepare their prison patrols on Horath-III.

In this section there are moments where the Power Rangers might have run ins with Machine Empire forces; specifically Patrol Types A or Patrol Types B. Depending on how many Attention Anomalies the Power Rangers may have incurred during their triangulations (and any from the Spotlights here), exactly what makes up the Prison Patrols varies. Consult the following table:

NO. OF ATTENTION ANOMALIES	PATROL TYPE A	PATROL TYPE B
0 – 3	4 Cogs (Silver)	1d6+4 Cogs (Silver)
4 – 6	1d4+4 Cogs (Baseline)	1d4+4 Cogs (Blaster)
7 – 9	2d4 Cogs (Blaster)	1 Quadrafighter
10 +	1 Quadrafighter	1 Quadrafighter plus 2d4 Cogs (Silver)

The number of Attention Anomalies the team has managed to accumulate determines exactly how many Machine Empire soldiers are part of the patrol and therefore how efficient they are at noticing the Power Rangers.

The Power Rangers may then choose to deal with the patrol in one of two ways (or one way, if the other fails).

If the Power Rangers try to hide from the patrol, the team may make a **collective Infiltration Skill Test.** One member (likely the character with the highest level in that skill) rolls their Skill Test with a ↑1 dice shift for each additional member of the team with any Ranks in that Skill, but a ↓1 dice shift for each that does not. The final result of that character's Skill Test sets the Difficulty of the **Alertness Skill Test** performed by the patrol's members.

Alternatively, or if the patrol finds them, the Power Rangers may choose to engage the patrol in combat. This is straightforward but also adds +1 to the team's total Attention Anomalies for future patrols.

For the ◀ ***Quadrafighters*** ▶, if any arrive, use the statistics on page 147.

Horathi Workers

There are dozens of salt crystal fields all throughout Horath-III, and small camps of the oppressed "indentured workers" are brought here by the Machine Empire to gather the materials for use in their internal batteries and weaponry. The Horathi have only just begun to whisper in secret meetings about revolution (it will be a few years before Prince Triton leads their rebellion successfully) but they know heroes when they see them – including the Power Rangers.

An encounter with a group of Horathi workers gives the Power Rangers a chance to possibly get their help in a future encounter.

The Power Rangers can simply watch the scale-armored aliens toil away, possibly giving the players some real insight as to who else might need help in the future, and so on. It is unlikely the Rangers speak the Horathi language, but a **DIF 16 Culture Skill Test** can at least allow a Power Ranger to use enough body language to communicate basic ideas between each other.

If, during that exchange, the Power Rangers make it clear they are working against the Machine Empire or the Prism Prison, the Horathi respond with happiness and understanding. If this occurs, the GM should take note, as the next time a Machine Empire Patrol is rolled as an encounter, the Horathi come forward with crates, tarps, and salt haulers to shield and hide the Power Rangers – allowing them to avoid and ignore that patrol!

Even if the Horathi workers never need to come to the Power Rangers' aid, the team makes an impact on these workers and word spreads. If, at the end of this section, there are still Horathi workers that have not yet come to the Rangers' aid, the team should gain a Story Point for making heroic allies and possibly helping an alien species seek its freedom from tyranny.

Whenever needed, use the statistics for the ◀ ***Cogs (Silver)*** ▶ on page 128, ◀ ***Cogs (Blaster)*** ▶ on page 127, and ◀ ***Horathi Workers*** ▶ on page 143.

How Do We Get In?

Once the Power Rangers have crossed the long stretch of terrain to the towering crystal gates themselves, they now must figure out how to actually open the doors and get inside the prison itself.

Being so close to the prison makes communications difficult, and momentarily the Power Rangers will not be able to ask Zordon for assistance. They will, in this case, need to figure out how to get in or over the 100-foot tall, multi-hued crystal slab doors that mark the entrance to the Prism Prison.

There are 4 **Cogs (Silver)** standing watch at the gates the Power Rangers need to deal with. It is up to the team to figure out the best way to get inside the prison itself.

While it is ultimately up to the GM whether any plan the Power Rangers come up with works, here are some examples of how they might gain entrance:

- It would be considered an extremely difficult surface to climb with a **DIF 20 Athletics (Climbing) or Acrobatics Skill Test**, but its 100-foot height could be climbed.
- If a Quadrafighter was defeated, a **DIF 16 Technology Skill Test** gets it working again, and a **DIF 12 Driving (Piloting) Skill Test** allows a Ranger to fly past the wall.
- If one of the four Cogs at the gate are captured instead of destroyed, the badge they wear on their chest causes the doors to open.
- A directed, combined blast of energy at the multi-crystalline keypad system – like that from the common Blade Blasters of the entire team – activates the opening mechanisms if all the team members can overcome a Toughness Defense of 14 at the same time.
- If patient enough, one of the perimeter patrols either leaves the prison to go on its route or come back from its patrol, and the Power Rangers can sneak through the gates while they are still open with a successful **DIF 18 Infiltration Skill Test**.
- If the Rangers still have some Horathi Workers looking out for them by the time they reach the crystal gates *and* make it apparent they don't have a normal way in, a **DIF 15 Persuasion Skill Test** can convince the alien labor leader to call out for a re-supply, getting the doors open long enough to let them inside!

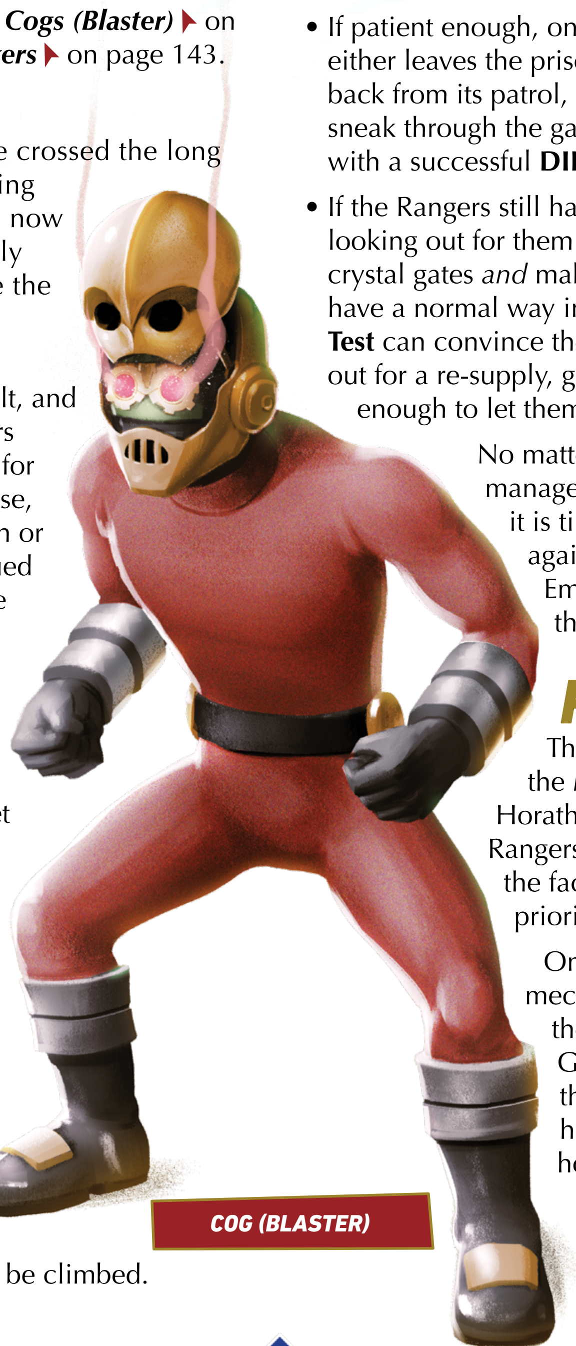
No matter how the Power Rangers manage to get into the Prism Prison, it is time to strike the final blow against this cell of the Machine Empire in the next section of this adventure.

Prism Break!

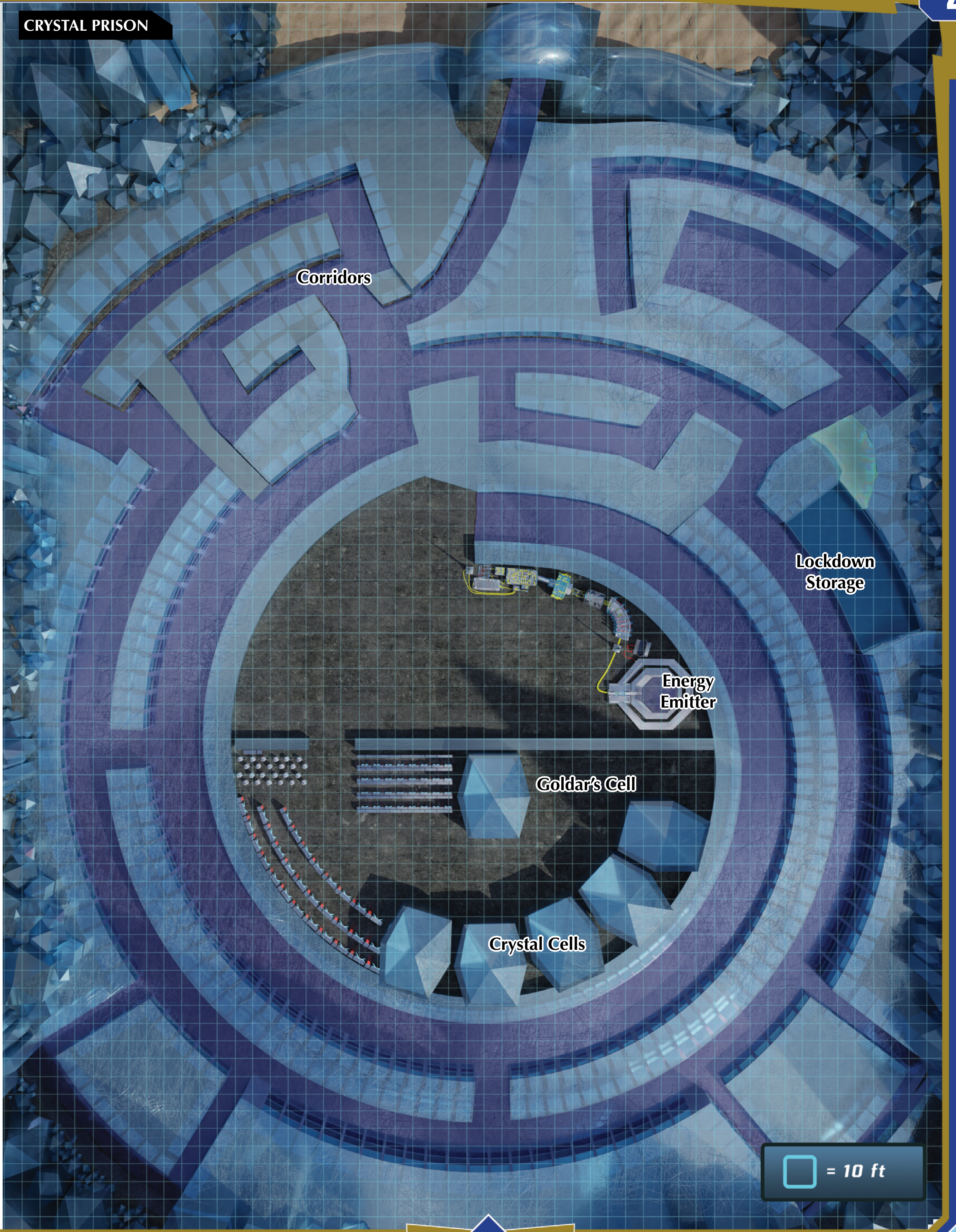
The penultimate strike against the Machine Empire here on Horath-III is at hand! The Power Rangers have made it inside the facility and now has three priorities:

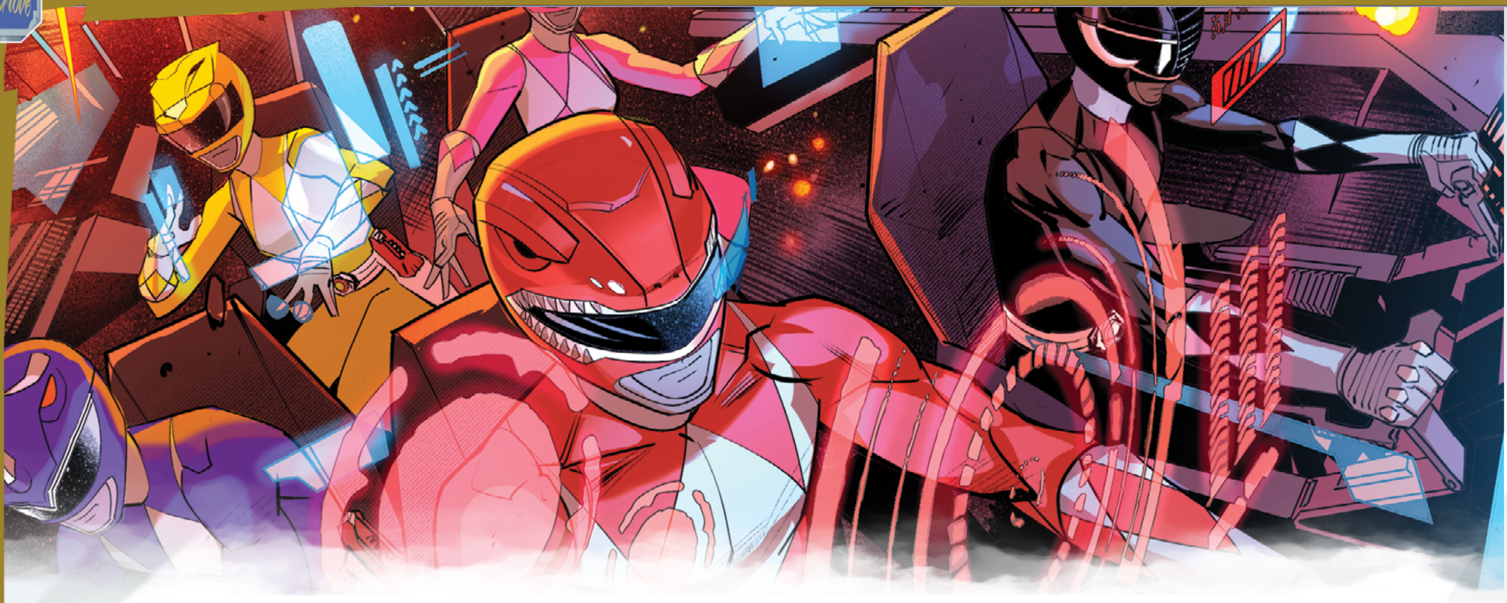
One, figure out how the prison mechanisms function. Two, free the prisoners taken from Angel Grove. And three, overthrow the Machine Empire element here and get everyone back home.

This is not meant to be easy, and will likely be the most arduous series



COG (BLASTER)


CRYSTAL PRISON
Corridors
Lockdown Storage
Energy Emitter
Goldar's Cell
Crystal Cells
= 10 ft



of events that test them mentally, physically, and perhaps even morally. However, as Zordon's chosen heroes of the Morphin Grid, this is exactly what they have been training, testing, and working toward.

It is time to save the day… It's Morphin Time!

The Prism Prison: Layout and Points of Importance

This sprawling facility is built in the traditional stone and crystal shaping methods of the Horathi people; it is grown and sculpted together rather than built or fabricated. From the main crystal gates, it stretches like a spiraling corridor lined with dozens upon dozens of clear-crystal doors that lead to individual prison cells, the occasional storeroom, prison guard lounge, or office.

As the facility's hallway spirals down and away from the crystal gates, the Power Rangers are introduced to six specific encounters that should take place to set the stage for the team. Once these six scenes have taken place, the Power Rangers can explore and make a plan to gather the prisoners they are breaking free, before dealing with one titanic final problem.

Scene One: Securi-Cogs on Duty

While not as diligent as the patrols outside the prison walls, there are several specially designed and programmed Cogs built to serve as part maintenance, part jailor, and part security force: the **Securi-Cogs.**

Quartets of these bulky machine guards roam the corridors, making sure the prisoners remain docile in their cells and escorting any of the Machine Empire officers that visit the location to and from the safest locations. They are the literal and figurative parts that keep this machine running smoothly.

It's best to have the Power Rangers run into a set of four Securi-Cogs early in their exploration of the Prism Prison, so they know what they might have to deal with in the future. Securi-Cogs are not known for their inherent sneakiness, and the Power Rangers hear them clomping and stomping down the corridor a good distance away.

The team can effectively hide with a **DIF 12 Infiltration (Stealth) Skill Test** and let them pass or set up an ambush, or they could simply confront them.

For this encounter and any future ones, use the statistics for the ◀ ***Securi-Cogs*** ▶ on page 159.

Scene Two: Help! Help!

Only having been opened for use beyond salt mining since **Warden Automon** came up with the idea of the targeted time-displacement wave, most of the Prism Prison's many cells still lie open and empty. Each cell is a 10' by 15' column with a clear crystalline slab door. The door only allows sound and certain energy wavelengths to pass through, but if triggered by a low-energy pulse from a Securi-Cog's crystal sonic stunner, the door slides right open – a fact that can be learned by witnessing it first hand or by succeeding in a **DIF 13 Technology (Xenotech) Skill Test**. Opening a cell without a sonic key (or using a Securi-Cog's stunner) increases that Difficulty to 28.

There are fifty people from across time and space that have been captured and stored inside these crystal cells.

The Power Rangers run into several examples of these imprisoned folk in their first minutes of running around the prison, and they quickly determine they cannot simply punch or blast their way through the crystal doors.

Once they have explored the area and investigated a few cells, the team comes across a cell with two very important prisoners inside:

As the team rounds the corner, a familiar voice shouts to you, *"Power Rangers? Did Zordon send you? Hey! Over here!"*

The voice belongs to **Billy Cranston**, the primary Mighty Morphin Blue Ranger! He and the others – **Jason, Zack, Aisha, Katherine,** and **Tommy** – are all locked in their individual cells along this corridor, but Billy can explain in more technical terms what is holding them in their cells. He explains, if the team hasn't already figured it out yet, that the crystal doors need a special "energy key" to be opened – and that is probably only going to be gained by getting to the end of the prison corridor and taking the big crystal control rod from Warden Automon. After imparting that information onto the team, he urges the team to hurry up: *"The Cogs are coming back here in no time!"*

There are several other notable prisoners the Power Rangers might talk to through the doors as they travel the corridors:

- **Any of the Mighty Morphin Power Rangers:** *"Zordon sent help! Excellent! Get us out of here and free the Zords – they're in the evidence storage lockdown at the end of the big hall!"*
- **Eugene "Skull" Skullovitch**: *"Yeah yeah! Power Rangers! Now those machine punks are in for it! Did Bulk send you?"*
- **Ernie, owner of Angel Grove Juice Bar:** *"I knew you Power Rangers would save the day. Never doubted you guys for a second."*
- **Various Angel Grove Citizens:** *"They're here!" "Get us outta here!" "Save us!"*
- **A Small Amount of 13th century Mongol Warriors:** *"Let me out of this cage!"* (In Middle Mongolian)
- **A 19th century Cowboy:** *"What sort of tom foolery is this?"*
- **A pair of 16th century Corsairs, speaking Arabic:** *"Who is behind this? Where is our leader?"*

These interactions can be used as ways to color the movements through the Prison or saved as interactions once the Power Rangers figure out how to open the crystal cells.

Scene Three: Let Me Outta Here!

There is one extremely special prisoner the Power Rangers cross paths with on their way to putting together the breakout: **Goldar**. The great golden winged Sirian addresses the Power Rangers as soon as they stroll by, his muzzle snarling and his fists pounding on the other side of the crystal door.

> *"I knew you Power nuisances were part of this somehow! I'll make it easy on you. Open this door right now and maybe I won't crush you all to ruins. Let me out now… while my fury still has the Warden's name on it!"*

Goldar is telling the truth, for once. If the Power Rangers release Goldar, he heads straight for the Warden – and wrecks every Cog that gets in his way. Depending on how they choose to respond to his initial demands, Goldar has a different attitude toward them:

- **The Team Refuses:** Goldar simply crosses his arms, laughs maniacally, and tells them, *"When you brats are swamped with Cogs with the whole Empire breathing down your neck, you'll be wishing I was bustin' heads out there, you'll see!"*
- **The Team Wants to, But Can't Yet**: Goldar laughs at them hysterically. *"The Warden has a key, you idiots. Get it, break it, and let us all go free!"*
- **The Team is Trying:** Goldar claps and snarls sarcastically. *"Well, I guess all is saved, then. Do you have something I can read while you figure it out? Who knows how long THAT will be!"*
- **The Team Knows How and Does So:** Goldar is legitimately shocked but pleasantly so. *"Now THAT'S more like it! Get out of my way Power runts, I've got a lot of spare parts to make!"*

However they deal with Goldar, his presence should be a reminder that Rita and Zedd were not involved with this whole threat directly after all, which makes for an excellent moral dilemma for the team, if they choose to debate how to deal with him.

Scene Four: The Energy Emitter

In an open-air courtyard near the center of the Prism Prison, Warden Automon (with help from the mechanical inventors **Klank** & **Orbus**) built a series of platforms, gates, conduits, and broadcasting antennae-like pylons – the energy emitter. This is the device that built up and unleashed the energic wave that rolled across space and time to cause so much devastation and havoc in Angel Grove.

The first time it is encountered, there should be **5 Cogs (Silver)** watching the emitter. When these are dealt with, the Power Rangers can take a closer look at the device. A successful **DIF 14 Science or Technology Skill Test** reveals that the emitter is still functioning, charged, and aimed along the same intergalactic pathway – all the way to Angel Grove.

While this information likely just raises more questions at first, it is an extremely important location to note for the Power Rangers as they continue through the Prism Prison.

Scene Five: Lockdown Storage

This area of the prison is absolutely enormous. It is a warehouse within the greater facility used to hold all of the non-biological confiscations and assets they collect for future research, use, or even just to keep it out of the hands of their foes.

There are always a full team of **4 Securi-Cogs** roaming the storage area. The Power Rangers can either try to avoid them with a successful **DIF 10 Infiltration Skill Test** or confront them.

Right now, there are two primary areas within lockdown storage that attracts the Power Rangers' attention – the vehicle impound where the missing Dinozords (and the White Tigerzord) are being held in stasis and the equipment lockers where everyone's personal effects are being stored (along with the Dragon Dagger, if it was taken successfully in *Dirge of the Dragonzord*).

The only way the Zords can be freed from their glowing stasis chains is with the Warden's crystal control rod – or by breaking it. They are 'conscious' however, and the Power Rangers can tell the beast machines want to be free to help their attuned Power Rangers.

Aside from some personal effects (and potentially the Dragon Dagger), there are also the following items of note in the evidence storage area:

- A collection of medieval and ancient melee weaponry
- The White Ranger's grid relic weapon, the Tiger Sword, Saba
- Goldar's mystical longsword
- Anything else mundane the Power Rangers might think could be useful based upon any of the other prisoners' backgrounds

Once they realize what kinds of assets they have at their disposal when they get the Warden's key, this is a tremendously important place to come back to.

Scene Six: Warden Automon

Once the Power Rangers get close to the Warden's office at the far end of the corridor successfully, they can see the crimson-helmed, golden-armored mechanoid warrior discussing his plans with a holographic image of **King Mondo** himself – the overlord and ruler of the Machine Empire!

> *"Steelon's inability to claim the Dragonzord of the past was not a complete failure. It showed us that our future records are correct, and we will be able to focus in on the Serpentera when we need it. Repulsa and that brain-helmeted buffoon Zedd will not be able to stop us, either as long as we… wait. Can I call you back in a little while, your majesty? I'm getting some interesting readings from my prison control rod."*

The hologram of King Mondo vanishes, and Warden Automon turns to the Power Rangers. He unleashes a streak of red energy from his Laser Blade attack: starting a Combat scene by setting Automon's Initiative at his maximum result of 26!

Use the statistics for ◀ ***Warden Automon*** ▶ on page 168.

If this combat goes awry and the Power Rangers are Defeated, they end up in cells like everyone else – and then it is no longer a prison break they are attempting but an escape!

If the Power Rangers defeat Automon, he falls back from the last attack and drops the crystal control rod at their feet, using the resulting flash of light to escape.

The Break Out!

With the Warden's crystal control rod in their possession, the Power Rangers can now open any and all the cells they come across, freeing everyone from the prison and throwing the Securi-Cogs into disarray trying to put prisoners back in their cells.

If they are freed, individually or all at once by breaking the rod, the prisoners react in different ways:

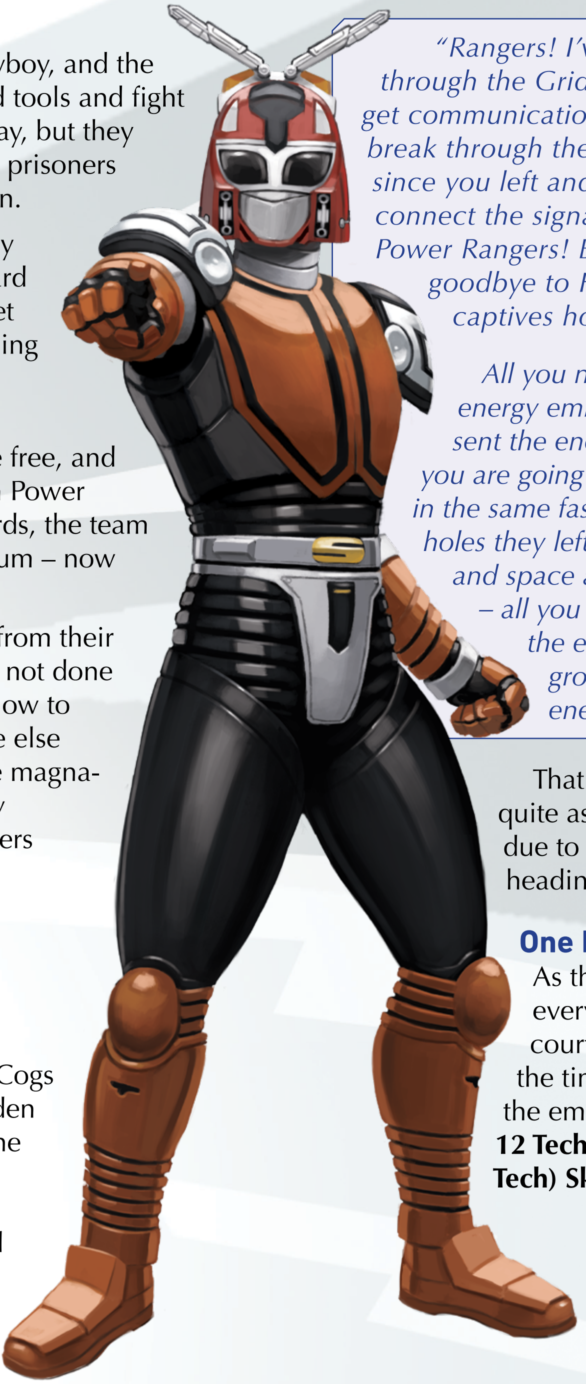
- The Mighty Morphin Power Rangers all run to the evidence lockup to free and reconnect with their Zords.
- Eugene "Skull" Skullovitch follows the team around in the hopes of them showing him how to get home
- Ernie, owner of Angel Grove Juice Bar groups up with the various Angel Grove Citizens and follows the team's instructions in order to get back home
- The Mongol Warriors, cowboy, and the Corsairs grab up sticks and tools and fight any Cogs that get in the way, but they otherwise follow the other prisoners around in honest confusion.
- Goldar, if he wasn't already freed, roars his anger toward the Cogs and runs off to get his sword and find something to take his rage out upon.

Once the prison break is concluded, the prisoners are free, and the primary Mighty Morphin Power Rangers are freeing their Zords, the team is left with one last conundrum – now what do they do?

Even with everyone freed from their cells, the Power Rangers are not done yet. They still have no idea how to get themselves and everyone else home again, considering the magna-battery used up all its energy transporting the Power Rangers here in the first place!

Zordon Knows Best

The prisoners are freed, the Cogs are in disarray, and the Warden has been sent fleeing from the heroes. The Prism Prison of Horath-III is a complete loss for the Machine Empire, and all that is left for the Power Rangers to do is figure out how to get home.



WARDEN AUTOMON

Luckily for them, Zordon has been thinking of exactly how to accomplish this. It won't be as easy as they might think however, because Warden Automon still has one trick up his sleeve remaining…

Turn It Off, Then Turn It Back On Again?

As soon as the primary Mighty Morphin Power Rangers have freed their Zords from the stasis chains in storage lockup, Zordon is able to use their collective Morphin Grid energy presence to patch in a communication to the characters' team:

> *"Rangers! I've been able to monitor you through the Grid, but I haven't been able to get communications through! I was trying to break through the jammers at the prison ever since you left and have only just managed to connect the signal! You've done wonderfully, Power Rangers! But now it's time to say goodbye to Horath-III and bring all those captives home!*
>
> *All you need to do is reactivate the energy emitter and, just like the Warden sent the energy wave to Angel Grove, you are going to send the prisoners home in the same fashion. The emitter uses the holes they left along the pathway of time and space as a homing beacon for them – all you have to do is feed them into the emitter transport pads one group at a time. Hurry, get to the energy emitter!"*

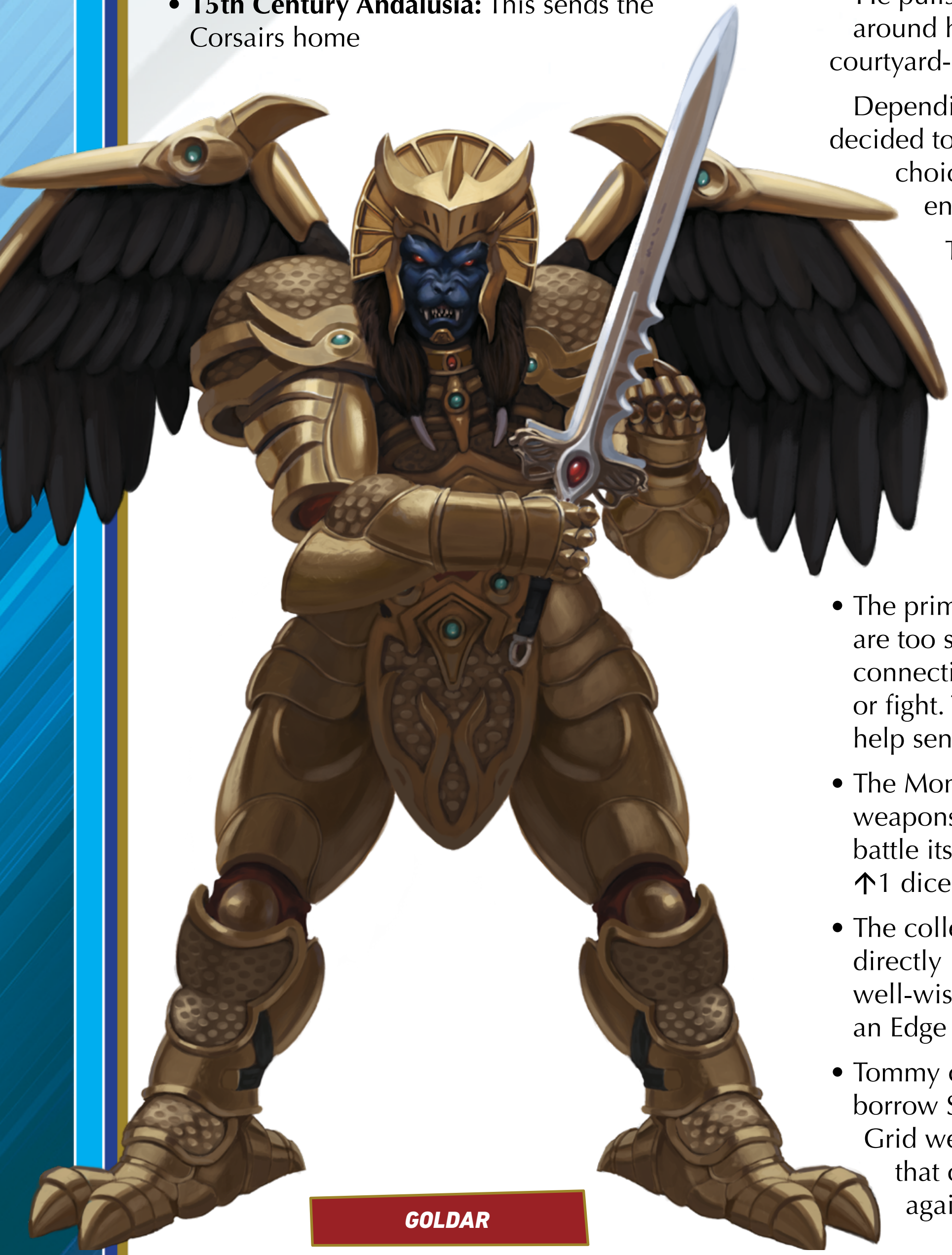
That last statement of Zordon's isn't quite as easy as he made it sound, due to a new complication already heading that way.

One Last Obstacle...a BIG One!

As the Power Rangers lead everyone to the energy emitter courtyard area, they have to load the time and space destinations into the emitter one at a time with a **DIF 12 Technology (Xenotech or Grid Tech) Skill Test**.

The Power Rangers have six timespace hole locations to set the emitter to send everyone back to where they belong:

- **The Zord Lairs:** This sends the Mighty Morphin Power Rangers and their Zords back to Angel Grove (they take the Dragon Dagger with them if it was here, too)
- **Downtown Angel Grove:** This sends Skull, Ernie, and the various Angel Grove citizens back to where they belong
- **13th Century Mongolia:** This sends the Mongols back home
- **Texas, 1861:** This sends the Cowboy home
- **15th Century Andalusia:** This sends the Corsairs home
- **The Lunar Palace Courtyard:** This is where Goldar wants to go



GOLDAR

The Power Rangers can send any one of the above groups home successfully, but when the Energy Emitter flashes them away in a brilliant display of power and mechanomantic science, the Warden Automon reappears suddenly and addresses the whole courtyard:

> *"No! Not my prisoners! You Earthling fools! You've ruined everything! I'll crush you all!"*

Automon then reveals a strange ball and chain clockwork device that he jabs into his own side. He pulls the chain, and smoke and energy wraps around him, causing him to grow to a massive, courtyard-filling size!

Depending on which group the Power Rangers decided to send home first, they might have limited choices as to who helps to defeat the newly enlarged Warden Automon.

The possible allies in this Combat Scene are:

- The characters' Power Ranger team cannot call upon their own Zords, but they can 'stand in' to pilot the Mighty Morphin Rangers' Dinozords of their same Role spectrum color, albeit with a Snag on all Skill Tests due to their lack of true connection. This functions to keep their identities secret.
- The primary Mighty Morphin Power Rangers are too sapped from their time away from the connection to the Morphin Grid to either Morph or fight. They listen to Zordon's instructions and help send other groups home during the Combat.
- The Mongols, Cowboy, and Corsairs pick up weapons and try to help. It won't do much for the battle itself, but their assistance grants all allies a ↑1 dice shift on attacks.
- The collective Angel Grove Citizens won't get directly involved, but their cheers and helpful well-wishing allow any one ally per turn to gain an Edge on any roll they wish.
- Tommy can let any one Power Ranger character borrow Saba, the White Tigerzord's intelligent Grid weapon and relic key. This allows that character to use the White Tigerzord against Automon.

- Goldar has been waiting for a chance to have at Automon, and he gladly draws his sword and flies at Automon head on! In fact, during the first few rounds of the Combat, Goldar produces one of Lord Zedd's alchemical grenades (taken from the storage area, no doubt) and grows himself to his titanic size.

Ever Want to Be Goldar?

If Goldar takes the fight to Automon and grows to equal size, the players should get a chance to wield **Goldar (Grown Size)** in the Combat, perhaps while the other characters are operating other combat assets or the energy emitter.

Players who desire to do so take turns on Goldar's Initiative to control his character in Combat.

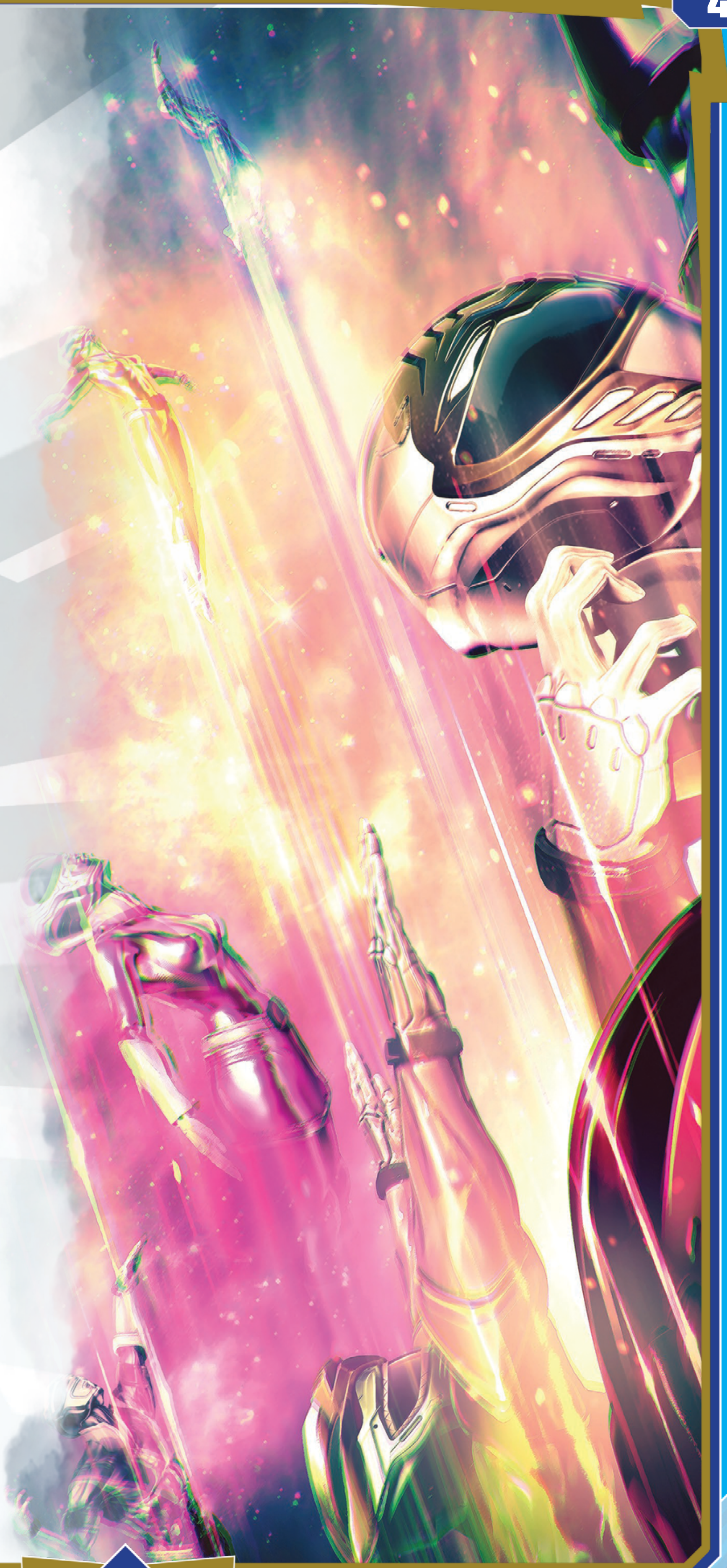
If needed, the statistics for all of the ***Mighty Morphin Dinozords***, ***Saba***, and the ***White Tigerzord*** can all be found in the **Power Rangers Roleplaying Game Core Rulebook**.

The statistics for ◀ ***Goldar (Normal and Grown Size)*** ▶ are found on page 140 and for ◀ ***Warden Automon (Grown Size)*** ▶ on page 168.

When It's Over...

Once the Power Rangers have either defeated Automon, sent him fleeing, or have sent everyone through the energy emitter to their various holes in time and space, they must do the same for themselves. The Prism Prison collapses, no longer sees use, and Horath-III becomes one of the first planets where the Horathi find a small amount of freedom (until Prince Triton frees them all in the somewhat near future).

The Machine Empire threat has been successfully thwarted. It is time to return to the Command Center and get ready for the future…



WHAT COMES NEXT

The Power Rangers have used the energy emitter to send all the prisoners back to their homes, fixed the holes in time and space, and returned things back to the current state of normal. Angel Grove, Horath-III, and perhaps other locations across the galaxies owe this Power Ranger team everything.

The threat of the energy wave, the temporal displacements, hijacking of the Dragonzord, and the horrors of an intergalactic prison have all been brought to an end. It is all due to the efforts of this Power Ranger team, who began as rough recruits still learning how the Power Protects and now are fully tested and heroes in their own right.

Zordon has some very important news for them.

The Grid is Splintering…

Zordon explains that events like this – the rise of a faction within the distant Machine Empire aimed here at Earth – only reinforces a fear that he shares with the other myriad Mentors and Champions of the Morphin Grid.

He fears that the Morphin Grid, that which spans across all creation, multiple dimensions, and throughout time itself… is splintering and fracturing. Like tiny cracks in a mirror spreading with each twist, turn, or touch, the Grid needs more heroes than ever before.

This is why, even with the return of the primary Mighty Morphin Power Rangers to Angel Grove, this team of Power Rangers – a new team as yet to be labelled by the Champions of the Grid – must continue to stay connected to the Power Core.

Their team must be ready with their own Zords to answer new calls and defeat new threats. No longer are they recruits, and no longer are they secondary to Jason and Aisha and the rest. Zordon needs them for their own missions, possibly others in distant places, and he has no way of knowing where or when.

Simply put, the potential of a Shattered Grid is all that Zordon needs to justify elevating the characters' Power Ranger team to being fully vested and ready for action!

Rewards for Completing Prism Prison Problems

The Power Rangers team has defeated the threats to the Morphin Grid despite all odds, which should be worth advancing them to their 6th Role Level immediately.

They are truly heroes of the Morphin Grid, but they have a lot of room left to grow and learn about the universe as a whole.

This marks the end of the *Adventures in Angel Grove* adventure series, but it really just marks the beginning of what these characters and their newly forged Power Ranger team can be a part of. The Machine Empire is still very much a galaxy-spanning threat. Goldar might remember being rescued by the team a little differently the next time they meet (*"Ah ha! Remember when I came and saved your colorful butts, Power Rangers?"*). Rita Repulsa and Lord Zedd won't be too forgiving that the team used her RepulsaScope, and there are hundreds of new threats the team hasn't even been made aware of yet!

Whether you as a GM wish to write your own amazing Power Ranger adventures for the team to become a part of, or whether you seek out new *Power Ranger Roleplaying Game* supplements, the adventure can continue as this team encounters new challenges to overcome. What happens to this Power Ranger team next is up to you!

NON-PLAYABLE CHARACTERS AND THREATS

Adam Tamm (Emegren Project Executive)

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 4
MOVEMENT: 30 feet Ground

STRENGTH: 2 **SPEED:** 4
SMARTS: 4 **SOCIAL:** 2

TOUGHNESS: 12 **EVASION:** 14
WILLPOWER: 14 **CLEVERNESS:** 12

Adam Tamm, doctor of xenotechnology and interstellar energic anomalies, is one of the youngest scientific executives at Emegren. Growing up in Angel Grove made Adam always interested in the two things that seemed to drive the youth: martial arts (focusing on Wushu) and alien invasions. Years later, he is now a husband and a father, putting his skills to the test in order to make the world a little safer for his loved ones.

SKILLS

Athletics +d2

Conditioning x1

Driving +d2

Finesse (Martial Arts) +d4*

Persuasion +d2

Streetwise +d2

Science (Xenotech) +d6*

Technology (Xenotech) +d6*

Languages: English, Dutch, German, Japanese, some rudimentary Sirian

ATTACKS

Wushu Strike (Finesse, martial arts): +d4*, Reach (1 Blunt Damage)
Alternate Effects: 1 Stun Damage (↓1)

PERKS

Academic Training: As a devoted student of the technological sciences, Adam Tamm gains a level in both the Science and the Technology skills when either skill is raised normally. Any applications of a Specialization are applied to both skills as well.

Securi-Badge (Violet): All Emegren employees carry a coded, RF-embedded plastic card that allows the owner to simply walk through certain doors, activate elevators, campus vehicles, etc. They come in three levels; green (public doors and places), blue (many employee-only areas and assets), and violet (all access, no exceptions).

GEAR

Other: Advanced Toolkit, Cellular Phone, Computer Tablet, Violet Securi-Badge, Personal Effects (Wealth +d10)

HANG-UP

True Believer: Adam grew up with the Power Rangers battling against monsters, robots, and aliens all across Angel Grove – and he couldn't be happier. He has lost count of the number of times the Rangers have saved him, his family, or his friends. If he has, even for a moment, the idea that he could somehow give aid to a Power Ranger, let alone the whole team, he would gladly do so without hesitation.

Angel Grove Police Officer

THREAT LEVEL: 1

SIZE: Common **HEALTH:** 1
MOVEMENT: 30 feet Ground

STRENGTH: 2 **SPEED:** 3
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 14 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 11

SKILLS

Alertness +d4

Might +d4

Persuasion +d2

Targeting (Handguns) +d4*

Languages: English, Spanish

PERKS

Communication Device: Radios connect AGPD Officers to each other and their precincts, allowing them to Call for Backup if necessary.

Call for Backup: By using a Move action, Security Personnel can use their Communication Device to Call for Backup. This requires a successful DIF 12 Persuasion Skill Test, and if successful, summons 2d4 more AGPD Officers in 1d4 minutes.

ATTACKS

Handgun (Targeting, handguns): +d4*, Range 30/60ft (1 Sharp Damage)
Hands: 1
Traits: Ballistic

Stun Gun (Targeting, handguns): +d4*, Range 10/20ft (1 Stun Damage)
Hands: 1
Traits: Stun

Unarmed Combat (Might): +d4, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Hands: 0
Traits: Stun, Blunt

GEAR

Weapons: Handgun, Stun Gun

Battledress: Armored Vest (+2 Armor Bonus)

Cogs (Blaster)

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3
MOVEMENT: 30 feet Ground

STRENGTH: 4 **SPEED:** 5
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 17 **EVASION:** 15
WILLPOWER: 12 **CLEVERNESS:** 11

Blaster Cogs are specialized versions of Silver Cogs that trade in their golden-tipped spears to instead use modified energy exhaust systems hidden under their faceplates, allowing them to shoot.

SKILLS

Alertness +d2

Brawn +d4

Driving +d2

Initiative +d2

Might +d4

Performance +d2

Targeting (Natural Tech) +d4*

Technology +d2

Languages: Machine, Recognizes and can broadcast speech in any language

PERKS

Built to Last: Cogs of all varieties gain 3 points to their Toughness due to the dense durability of their construction.

Relentless: Cogs ignore the effects of Stun Damage and automatically spring to their feet when Prone at the cost of a Free action.

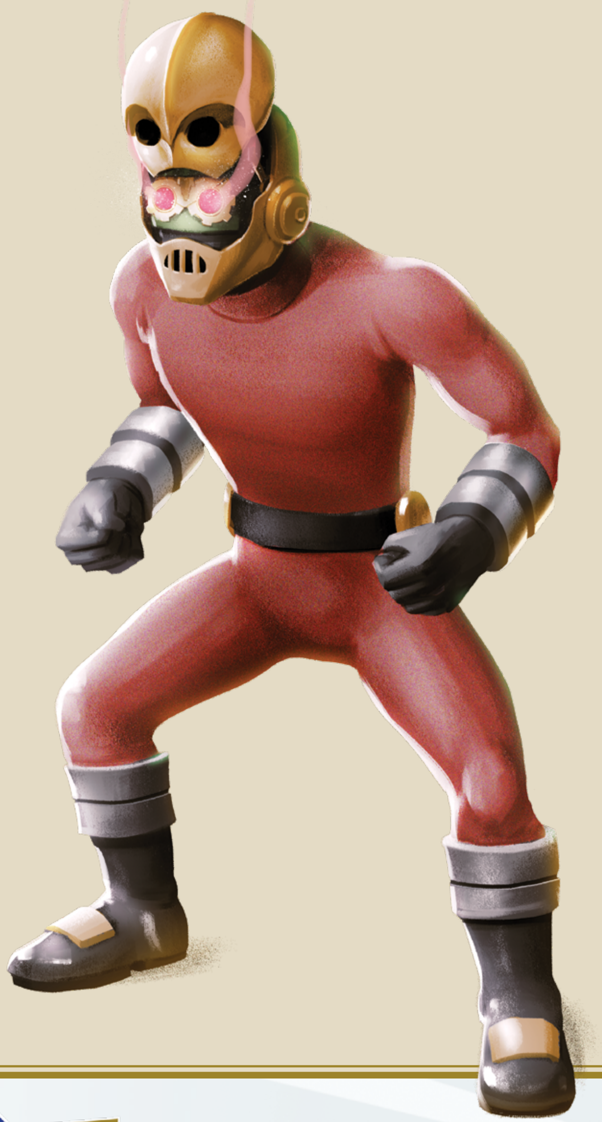
ATTACKS

Face-Blast(Targeting, natural tech): +d4*, Range 30/60ft (2 Energy Damage)

Metal Fists (Might): +d4, Reach (1 Blunt Damage)
Alternate Effects: 1 Stun Damage

HANG-UP

Cynophobic: Dogs (and other canine species, such as Sirians) react angrily to the mechanomantic emanations that come off of Cog construct warriors, and the result has hardwired a fear and discomfort of canine species in all Cogs. Cogs suffer ↓1 on all Skill Tests made within 30 feet of a dog or other canine species.



Cogs (Silver)

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3
MOVEMENT: 30 feet Ground

STRENGTH: 5 **SPEED:** 4
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 18 **EVASION:** 14
WILLPOWER: 12 **CLEVERNESS:** 11

The primary foot soldiers in the vast Machine Empire armies, Cogs are robotic infantry capable of being fine tuned for different purposes: waging long trench wars, pacifying populations, flying the mysterious quadrafighters, and more. They run off an internal mechanomantic engine in their chests and are surprisingly well suited for combat against any manner of foes – even the fully Morphed forms of the Power Rangers!

Silver Cogs fight with their strong fists or sharp-tipped golden spears. They are good at evaluating situations and often adjust their own battle commands to adapt when the battlefield requires it.

SKILLS

Alertness +d2

Brawn +d4

Driving +d4

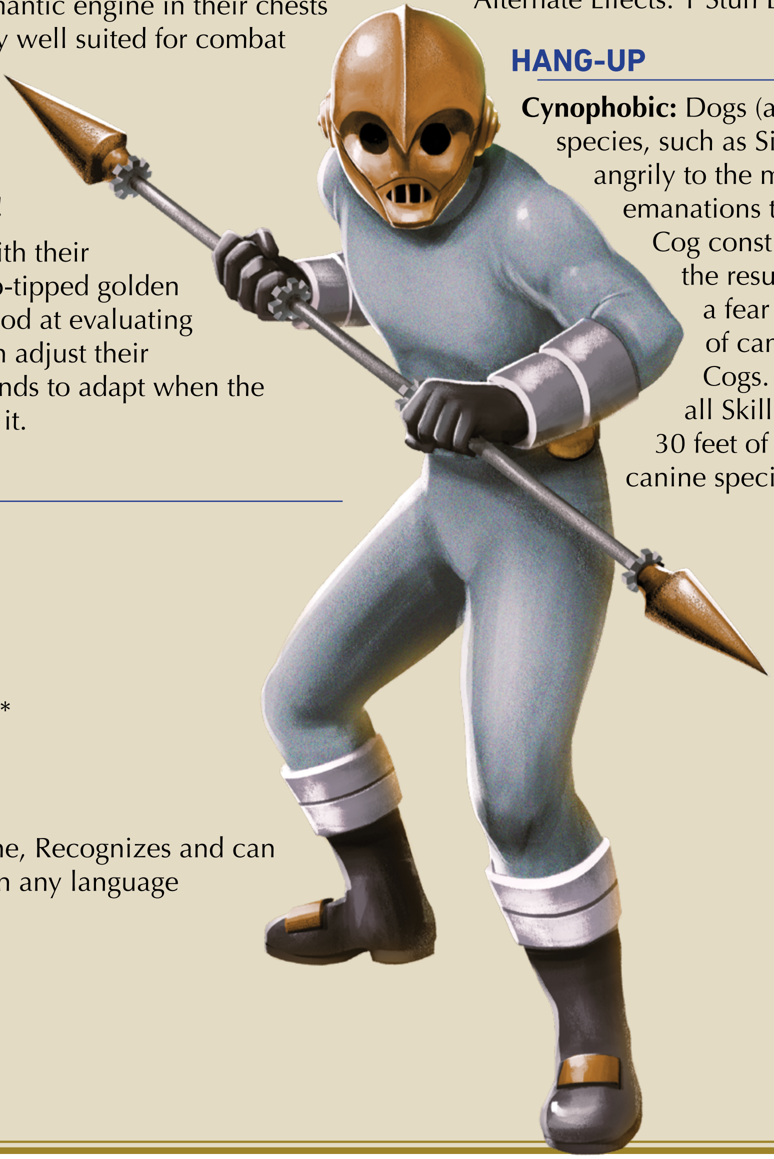
Initiative +d4

Might (Spears) +d4*

Performance +d2

Technology +d2

Languages: Machine, Recognizes and can broadcast speech in any language



PERKS

Built to Last: Cogs of all varieties gain 3 points to their Toughness due to the dense durability of their construction.

Relentless: Cogs ignore the effects of Stun Damage and automatically spring to their feet when Prone at the cost of a Free action.

ATTACKS

Cogspear (Might, spears): +d4*, Reach x2 (1 Sharp Damage)

Metal Fists (Might): +d4, Reach (1 Blunt Damage)

Alternate Effects: 1 Stun Damage

HANG-UP

Cynophobic: Dogs (and other canine species, such as Sirians) react angrily to the mechanomantic emanations that come off of Cog construct warriors, and the result has hardwired a fear and discomfort of canine species in all Cogs. Cogs suffer ↓1 on all Skill Tests made within 30 feet of a dog or other canine species.

Dark Warrior (Normal Size)

THREAT LEVEL: 4

SIZE: Large **HEALTH:** 6
MOVEMENT: 40 feet Ground

STRENGTH: 4 **SPEED:** 6
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 18 **EVASION:** 16
WILLPOWER: 12 **CLEVERNESS:** 12

Created by the sinister genius of Finster to be nothing less than an armored engine of fear and destruction, the first Dark Warrior was wielded against the first Mighty Morphin Yellow Ranger and her uncle in an attempt to harness an invisibility formula the human had created. Even though the Dark Warrior did not succeed against the full force of the Power Rangers, Finster continues to make more of the monster and use them as palace guards, shock soldiers, and as deployable monsters when Rita needs a simple force of violence.

SKILLS

Alertness +d4

Brawn +d4

Deception +d2

Finesse (Swords) +d6*

Initiative +d2

Intimidation +d4

Persuasion +d2

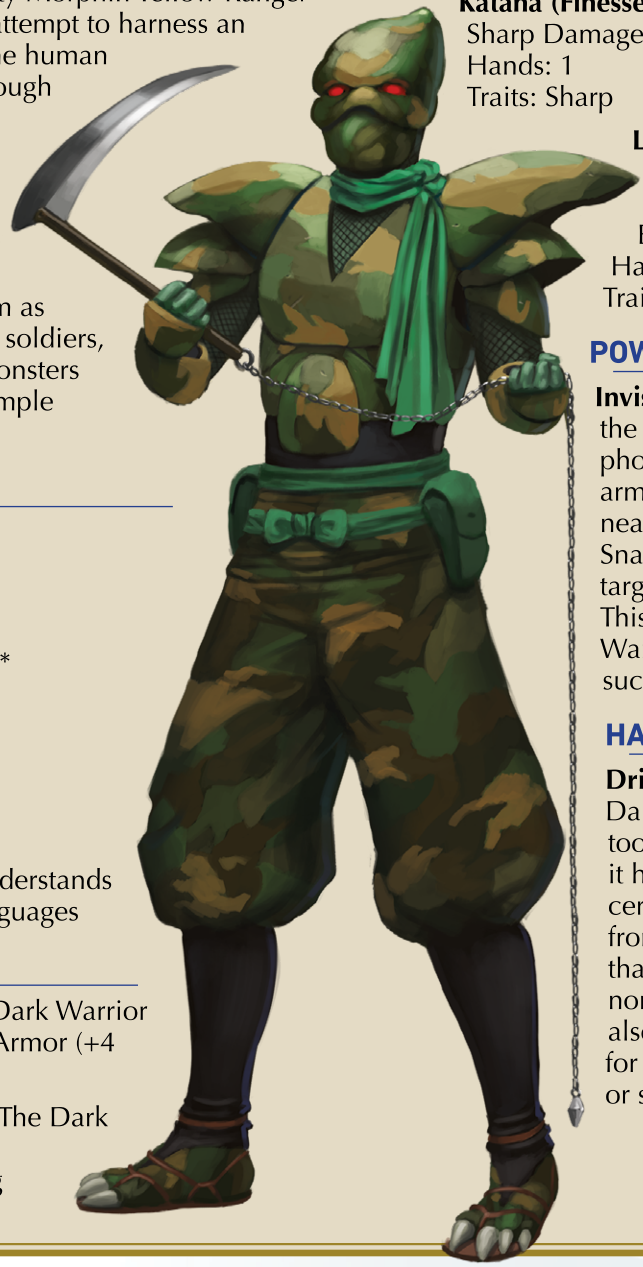
Targeting +d2

Languages: Putty, Understands most Earth-based languages

PERKS

Armored Body: The Dark Warrior naturally has Heavy Armor (+4 Toughness).

Evasive Movements: The Dark Warrior is built to be fast and agile, adding unexpected and fluid body positions whenever it moves. On a turn where it moves at least 10 feet in any single direction, all attacks targeting the Dark Warrior's Evasion Defense suffer ↓1.



ATTACKS

Chain and Sickle (Finesse, swords): +d6*, Reach x3 (1 Sharp Damage)

Alternate Effects: 1 Blunt Damage plus Grapple (↓1)
Hands: 2
Traits: Sharp

Katana (Finesse, swords): +d6*, Reach 5 (2 Sharp Damage)
Hands: 1
Traits: Sharp

Laser Gauntlet (Targeting): +d2, Range 50/150ft Multiple (3) Targets (1 Energy Damage)
Hands: 0
Traits: Energy

POWERS

Invisibility: As a Standard action, the Dark Warrior can engage its photo-reactive camouflage in its armor, effectively becoming nearly invisible and imposing a Snag on all combat Skill Tests targeting the Dark Warrior. This effect lasts until the Dark Warrior makes an attack or is successfully hit by an attack.

HANG-UP

Driven: Finster designed the Dark Warrior to be more of a tool than a creature, and when it has been directed to do a certain thing, it will not stray from those orders. This means that it will not run from combat nor shy from its orders, but it also will not take time to call for backup, report its situation, or seek reinforcements.

Dragonzord

THREAT LEVEL: 6

SIZE: Towering **HEALTH:** 12
MOVEMENT: 40 feet Ground

STRENGTH: 9 **SPEED:** 2
SMARTS: – **SOCIAL:** –

TOUGHNESS: 20 **EVASION:** 12
WILLPOWER: – **CLEVERNESS:** –

This Dragonzord at Threat Level 6 was originally linked to the Green Mighty Morphin Power Coin. It is the equivalent of a Level 10 Zord and called from its dormant resting place off the coast of Angel Grove by the Dragon Dagger.

SKILLS

Brawn +d4

Conditioning x4

Driving (Autopilot) +d2

Initiative +d2

Might +d8

Targeting +d6

SPECIAL ZORD FEATURES

Additional Attack Type: Targeting Titan Body

ATTACKS

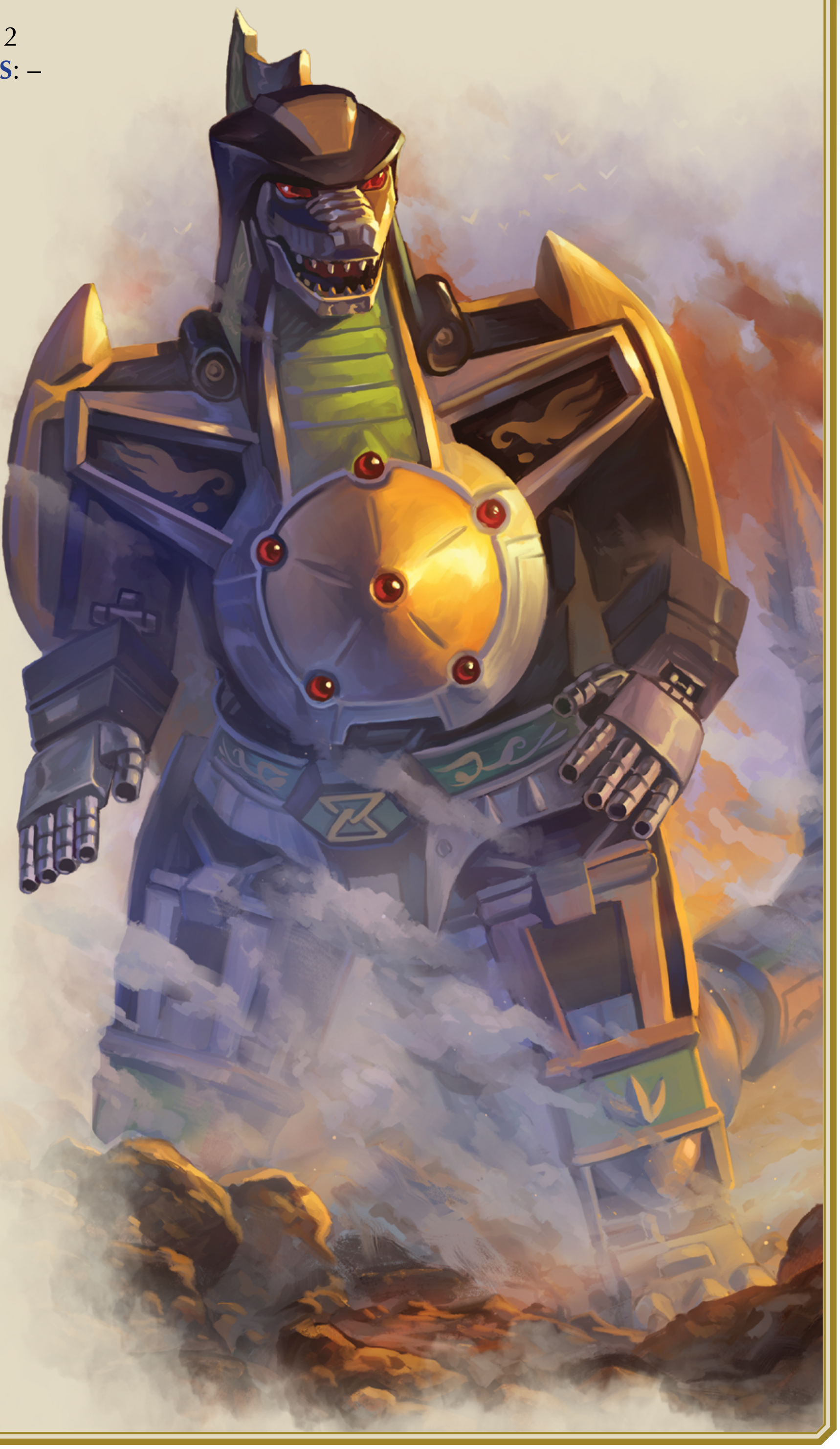
Dragon Punch (Might): +d8, Reach (2 Blunt Damage)

Energy Beam (Targeting): +d6, Range 50/120ft (3 Energy Damage)

Tail Drill (Might): +d8, Reach x2 (4 Sharp Damage)

Knuckle Missile Racks (Targeting): +d6, Range 50/120ft (3 Fire Damage, Blast: 10ft radius)

Tail Slap (Might): +d8, Reach x2 (1 Blunt Damage)



Emegren Campus Worker

THREAT LEVEL: 0

SIZE: Common **HEALTH:** 1
MOVEMENT: 30 feet Ground

STRENGTH: 1 **SPEED:** 1
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 11 **EVASION:** 11
WILLPOWER: 12 **CLEVERNESS:** 12

SKILLS

Athletics +d2,

Driving +d2

Persuasion +d2

Science +d4

Streetwise +d2

Technology +d4

Languages: English, German, Japanese

PERKS

Academic Training: As a devoted student of the technological sciences, an Emegren Campus Worker gains a level in both the Science and the Technology skills when either skill is raised normally, regardless of their Smarts Essence Score. Any applications of a Specialization are applied to both skills as well.

Securi-Badge (Green): All Emegren employees carry a coded, RF-embedded plastic card that allows the owner to simply walk through certain doors, activate elevators, campus vehicles, etc. They come in three levels; green (public doors and places), blue (many employee-only areas and assets), and violet (all access, no exceptions).

ATTACKS

Unarmed Combat (Might): Snag, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)

Traits: Stun, Blunt

GEAR

Other: Cellular Phone, Computer Tablet, Green Securi-Badge, Personal Effects (Wealth +d6)

HANG-UP

Don't Hurt Me!: Even though they work for one of the leading alien-technology specialists in the nation, the average campus worker is not about to stand their ground or put up any kind of a fight if threatened. If put into a dangerous situation, the Worker tries to escape first and foremost. If that is not a viable option, they hide if they can, submit if they must, and otherwise avoid putting themselves or others in bodily danger.

Emegren Security Guards

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2
MOVEMENT: 30 feet Ground

STRENGTH: 2 **SPEED:** 4
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 13 **EVASION:** 14
WILLPOWER: 12 **CLEVERNESS:** 12

SKILLS

Alertness +d4

Initiative +d4

Might +d4

Persuasion +d4

Targeting +d4

Languages: English, German

PERKS

Communication Device: Subvocal microphones on their necks allow Emegren Security Agents to communicate with each other and the Security office in the Emegren building, allowing them to keep track of their positions and status.

Securi-Badge (Blue): All Emegren employees carry a coded, RF-embedded plastic card that allows the owner to simply walk through certain doors, activate elevators, campus vehicles, etc. They come in three levels; green (public doors and places), blue (many employee-only areas and assets), and violet (all access, no exceptions).

ATTACKS

Handgun (Targeting, energy weapons): +d4, Range 30/60ft (1 Sharp Damage)
Hands: 1
Traits: Ballistic, Reload

Snap-Baton (Might): +d4, Reach (1 Blunt Damage)
Critical Effect: Knock Prone
Traits: Stun, Blunt

Unarmed Combat (Might): +d4, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

GEAR

Weapons: Small Handgun, Snap-Baton
Battledress: Armored Uniform (+1 Armor Bonus)
Other: Blue Securi-Badge, Personal Effects (Wealth +d4)

HANG-UP

Self-Grandeur: Given an advanced sense of power and responsibility the security staff is given while on Emegren campus grounds, they often form an inflated sense of self-grandeur. When in a social situation that puts the Emegren Security Guard in a position to act more important or better than others, they suffer a condescending ↓1 dice shift on their Deception and Persuasion Skill Tests.

Farkas "Bulk" Bulkmeier

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3
MOVEMENT: 30 feet Ground

STRENGTH: 4 **SPEED:** 3
SMARTS: 2 **SOCIAL:** 3

TOUGHNESS: 15 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 13

SKILLS

Alertness +d2

Athletics (Throwing) +d2

Brawn +d2

Conditioning x1

Deception +d2

Driving +d2

Infiltration +d4

Might +d2

Streetwise +d4

Survival +d2

Languages: English, Spanish

PERKS

Bowl-Over: You are adept at throwing your weight around when moving: When you Sprint, you can use a Free action to Push an adjacent creature at any time during the action. If successful, targets of your Push are knocked Prone.

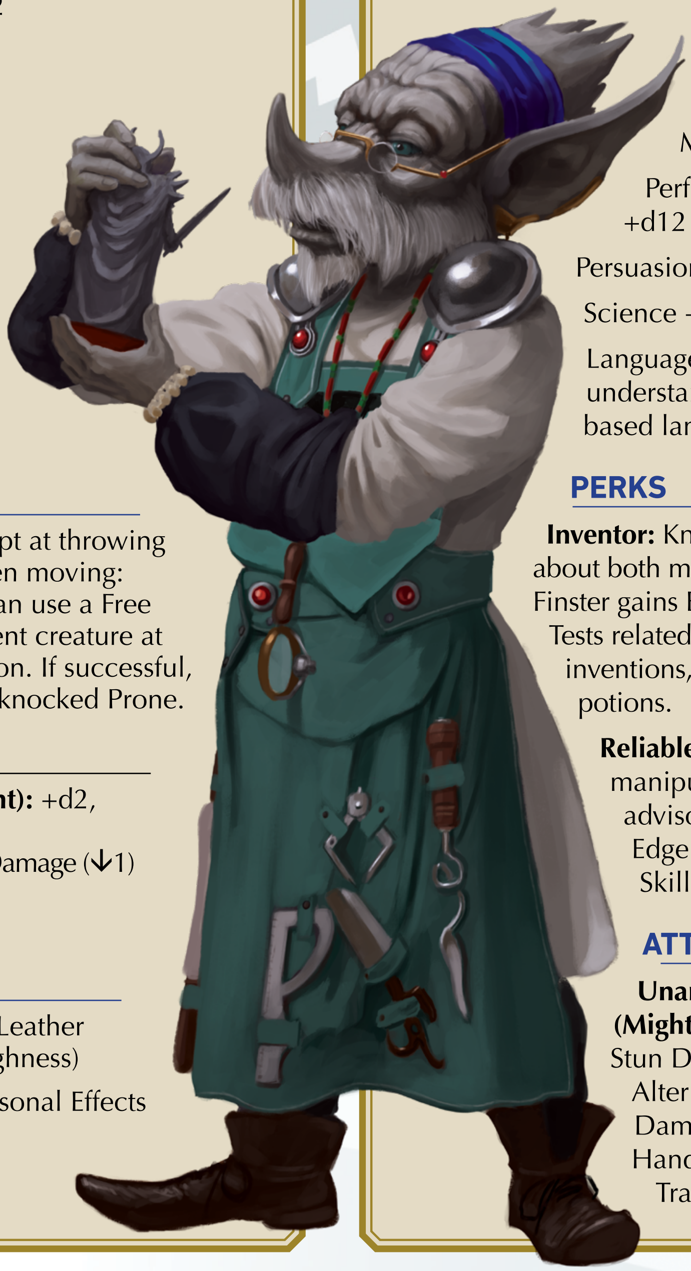
ATTACKS

Unarmed Combat (Might): +d2, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Hands: 0
Traits: Stun, Blunt

GEAR

Battledress: Reinforced Leather Jacket (+1 Armor to Toughness)

Other: Moped Keys, Personal Effects (Wealth +d2)



Finster

THREAT LEVEL: 8

SIZE: Common **HEALTH:** 14
GROUND MOVEMENT: 30 feet Ground

STRENGTH: 10 **SPEED:** 2
SMARTS: 9 **SOCIAL:** 8

TOUGHNESS: 20 **EVASION:** 12
WILLPOWER: 19 **CLEVERNESS:** 18

SKILLS

Alertness (Insight, Investigation) +d4*

Brawn +d4

Conditioning x6

Initiative +d4

Might +d4*

Performance (Sculpting) +d12

Persuasion +d4

Science +d10

Languages: Putty, understands most Earth-based languages

PERKS

Inventor: Knowledgeable about both machines and magic, Finster gains Edge on any Skill Tests related to making or fixing inventions, magical items, or potions.

Reliable Advisor: As a keen manipulator and wise advisor, Finster gains Edge on any Persuasion Skill Tests.

ATTACKS

Unarmed Combat (Might): +d4*, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Hands: 0
Traits: Stun, Blunt

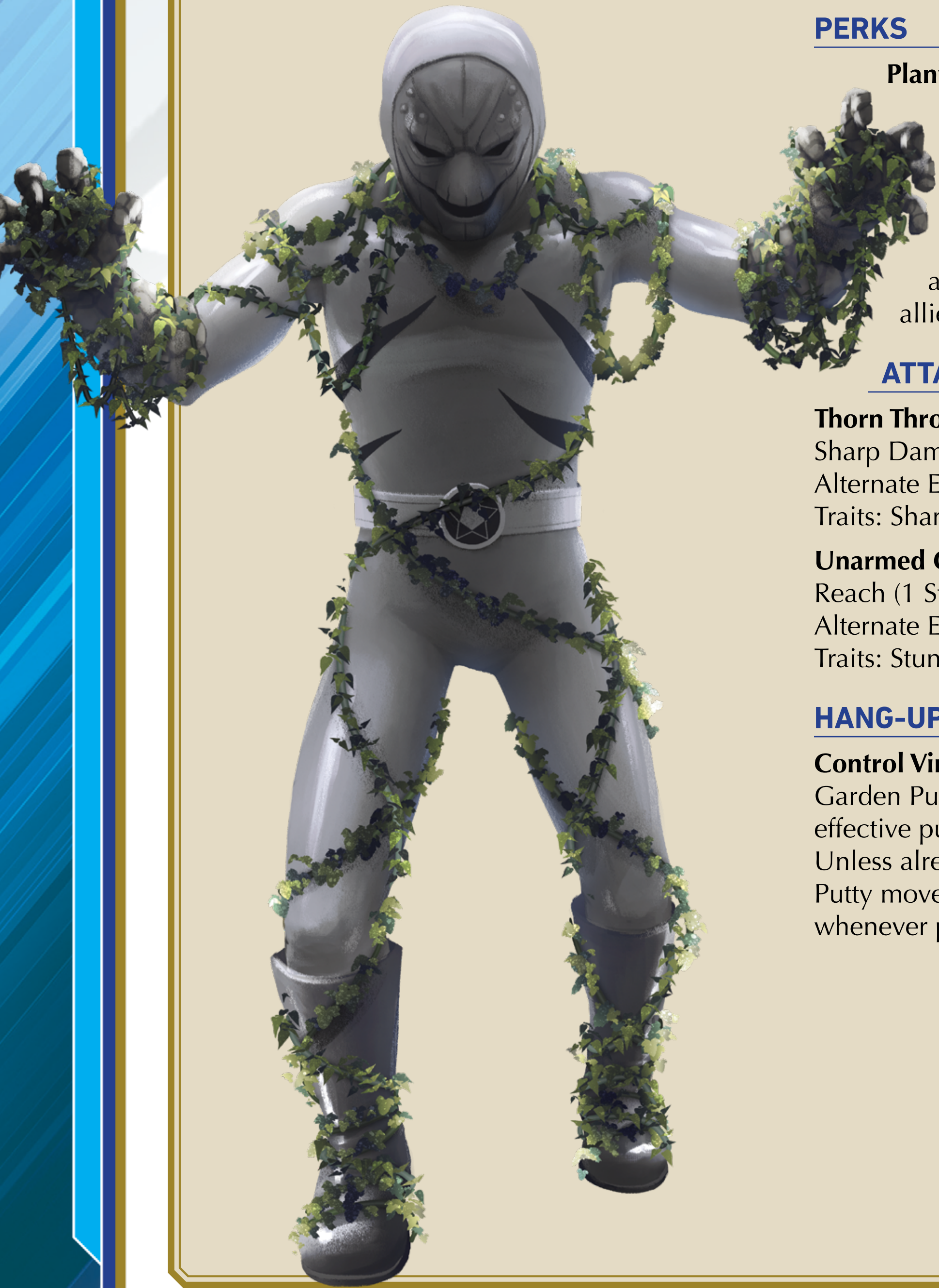
Garden Putty Patroller

THREAT LEVEL: 1

SIZE: Common **HEALTH:** 2
MOVEMENT: 30 feet Ground

STRENGTH: 4 **SPEED:** 2
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 14 **EVASION:** 12
WILLPOWER: 11 **CLEVERNESS:** 11



SKILLS

Alertness +d2

Conditioning x1

Might (Martial Arts) +d4*

Performance +d2

Targeting +d2

Languages: Putty, understands English

PERKS

Plantstrider: The Garden Putty is not affected by the Move penalties of plant-based terrain they travel through.

Power in Numbers: The Garden Putty gains an Edge on an attack roll against a creature if at least one of the Putty's allies is within 5 feet of the target.

ATTACKS

Thorn Throw (Targeting): +d2, Range 20/40ft (1 Sharp Damage)
Alternate Effects: 1 Poison Damage (↓1)
Traits: Sharp

Unarmed Combat (Might, martial arts): +d4*, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

HANG-UP

Control Vines: The vines and sprouts in the Garden Putty Patrollers' heads make them effective puppets of whatever spawned them. Unless already adjacent to an enemy, the Garden Putty moves to try and defend its closest ally whenever possible.

Gary "I Gotcha!" Greene (Conspiracy Theorist Media)

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3
MOVEMENT: 30 feet Ground

STRENGTH: 1 **SPEED:** 2
SMARTS: 6 **SOCIAL:** 3

TOUGHNESS: 11 **EVASION:** 12
WILLPOWER: 16 **CLEVERNESS:** 12

Gary grew up in a suburban community an hour from Angel Grove called Widdleshins Park. From his parents' modest, middle-class homestead, he watched as the people of nearby "A.G." were plagued with aliens, monsters, and everything in between. He also watched as a new kind of hero rose up to save them: The Power Rangers. While most people cheered and trusted the colorful martial arts warriors and their giant robotic vehicles, Gary questioned. Where did they come from? Who do they serve? Who watches them for evil? Once he started questioning, he never really stopped. Now he is a constant presence in amateur media and a threat to all Power Ranger alter-egos everywhere.

SKILLS

Alertness +d2

Athletics +d2

Culture (Conspiracy Theory) +d4*

Driving +d2

Initiative +d2

Persuasion +d2

Streetwise +d2

Technology +d4

Languages: Arabic, English, Japanese, Latin, Spanish, has translated 75% of Putty

PERKS

A Gadget for Everything: Gary is an amatuer inventor and spends most of his spare time and trust fund designing and building a variety of interesting and useful devices. As long as it is feasible for Gary to have wanted to pack a device to perform a specific task, he never suffers the Snag for having no dice in a particular Skill. Additionally, if given access to parts and rudimentary tools, a DIF 15 Technology Skill Test and 2d6x5 minutes worth of time creates a gadget he hadn't thought of needing before the scene began.

Ironclad Disbelief: Gary is a questioner and a plots-within-plots-within-plots kind of thinker. If he has not seen or investigated something first hand, he is shielded by disbelief and strawman arguments. Deception and Persuasion Skill Tests that go against his current beliefs suffer a ↓2 dice shift against him.

ATTACKS

Homemade "Anti-Antihuman" Spray (Technology, conspiracy theorist): +d4*, Range 5/15 (1 Stun Damage if target has unprotected respiratory organs)
This spray will stun any breathing creature and uses Gary's Technology Skill instead of a Targeting Skill.

Unarmed Combat (Might): Snag, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

GEAR

Other: A Gadget for Everything (see above), Cellular Phone, Computer Tablet, Personal EMF Scanner Effects (Wealth +d4)

HANG-UP

Acute Asthmatic: Gary has struggled with asthma his entire life, frequently needing a medicinal inhaler as well as daily oral medications. To represent this, he suffers a Snag on all Athletics Skill Tests that take longer than 1 minute to accomplish.

Giganotosaurus

THREAT LEVEL: 7

SIZE: Towering **HEALTH:** 7
MOVEMENT: 50 feet Ground

STRENGTH: 9 **SPEED:** 5
SMARTS: 3 **SOCIAL:** 3

TOUGHNESS: 23 **EVASION:** 15
WILLPOWER: 13 **CLEVERNESS:** 13

The apex predator/warlord of its epoch, the Giganotosaurus was so big, that when its remains were uncovered by archaeologists, they went unrecognized due to their immense size. This monstrosity of pure rage and instinct only knows victory, and it runs in a straight line at whatever challenges its right to rule with the intent of tearing it apart. It is deceptively fast for its great size, and its battle roar can be heard for miles, shattering windows and ear-drums alike.

SKILLS

Alertness (Vision) +d6

Animal Handling +d4

Athletics +d2

Brawn +d8

Initiative +d2

Might (Natural Weapons) +d8*

Performance +d2

Targeting (Eye Beams) +d4*

Languages: None

PERKS

Apex Predator: Once engaged in a Combat scene, the giganotosaurus is immune to any fear-causing, emotional, or mind-altering effects.

Scaly Hide: The giganotosaurus' hide is thick and covered in dense scales, granting Resistance to all Sharp Damage, granting a +4 Armor Bonus to Toughness.

ATTACKS

Bite (Might, natural weapons): +d8*, Reach (2 Sharp Damage)

Claw (Might, natural weapons): +d8*, Reach 20ft (1 Sharp Damage)

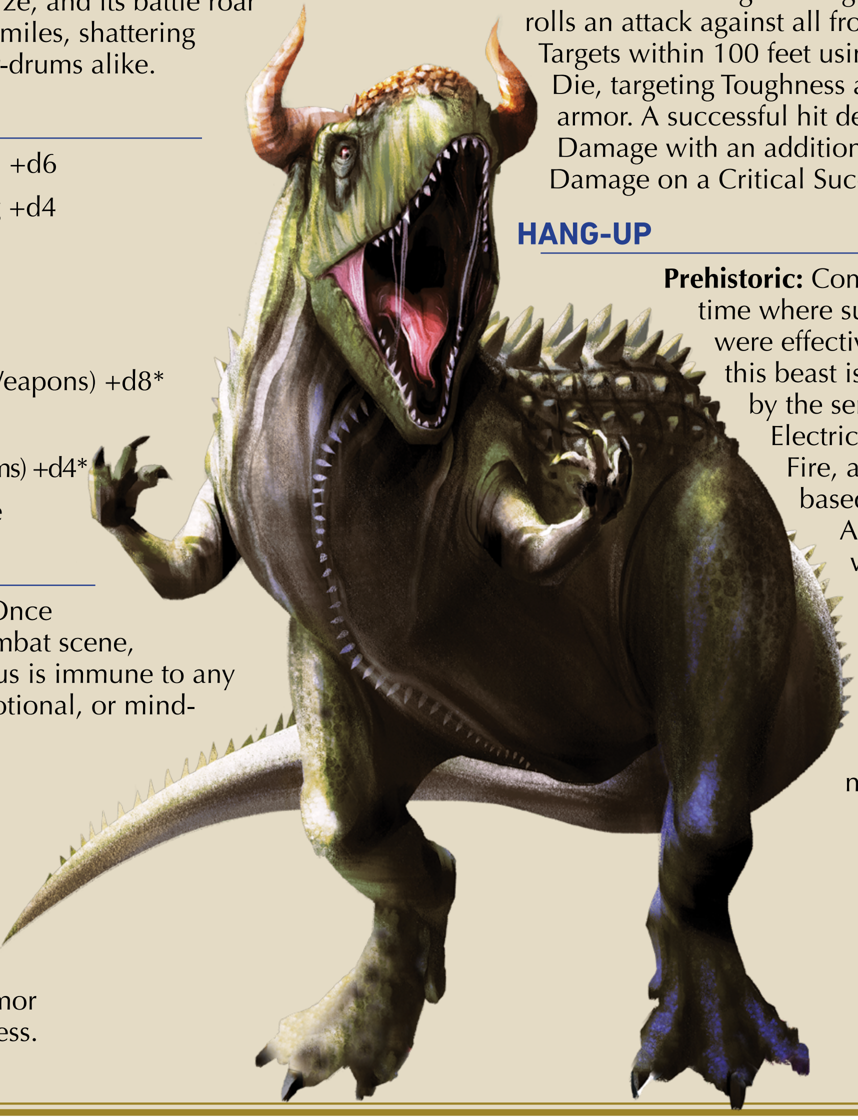
Tail Whip (Might, natural weapons): +d8*, Reach 30ft Multiple (2) Targets (2 Blunt Damage)
Critical Effect: Knock Prone

POWERS

Monstrous Roar: Once per scene, by forfeiting a Move Action, the giganotosaurus lets out a powerful blast of a roar loud enough to rattle bones and shatter glass. Giganotosaurus rolls an attack against all front-facing Targets within 100 feet using a d6 Skill Die, targeting Toughness and ignoring armor. A successful hit deals 2 Sonic Damage with an additional 2 Stun Damage on a Critical Success.

HANG-UP

Prehistoric: Coming from a time where such things were effectively magic, this beast is confused by the sensation of Electricity, Energy, Fire, and Laser-based Damage. Any round where it suffers damage of any of these kinds, it suffers a Snag on its next Skill Test.



Gerrok, Commander of the Machine Empire

THREAT LEVEL: 7

SIZE: Large **HEALTH:** 7
MOVEMENT: 30 feet Ground

STRENGTH: 12 **SPEED:** 2
SMARTS: 4 **SOCIAL:** 3

TOUGHNESS: 26 **EVASION:** 12
WILLPOWER: 14 **CLEVERNESS:** 13

A devoted and loyal commander within the Machine Empire's Cog armies, Gerrok is a student of siege warfare and brutal combat techniques under General Venjix himself. He is merciless in a battle, gladly sacrificing his own forces to achieve victory. His insect-themed body chassis is remarkably strong and capable of generating enormous impact forces, but he is most known for his crushing, unbreakable grip.

SKILLS

Alertness +d2

Athletics (Throwing) +d4*

Brawn +d10

Driving +d4

Might +d8*

Persuasion +d2

Technology +d4

Languages: Machine, Understands and can broadcast speech in most Earth-based and other planetary languages

PERKS

Armored Chassis: Gerrok naturally has Heavy Armor (+4 Toughness).

Mighty Leap: Gerrok uses his titanic strength to leap long distances. He may, as a Move action, leap a number of feet equal to 5 x the result of a Brawn Skill Test. The total feet indicated must be divided between the length and height of the leap.

ATTACKS

Claw Gauntlet (Might): +d8*, Reach 10ft (1 Blunt Damage plus Crushing Grip)

Mandible Swipe (Might): +d8*, Reach (2 Blunt Damage)

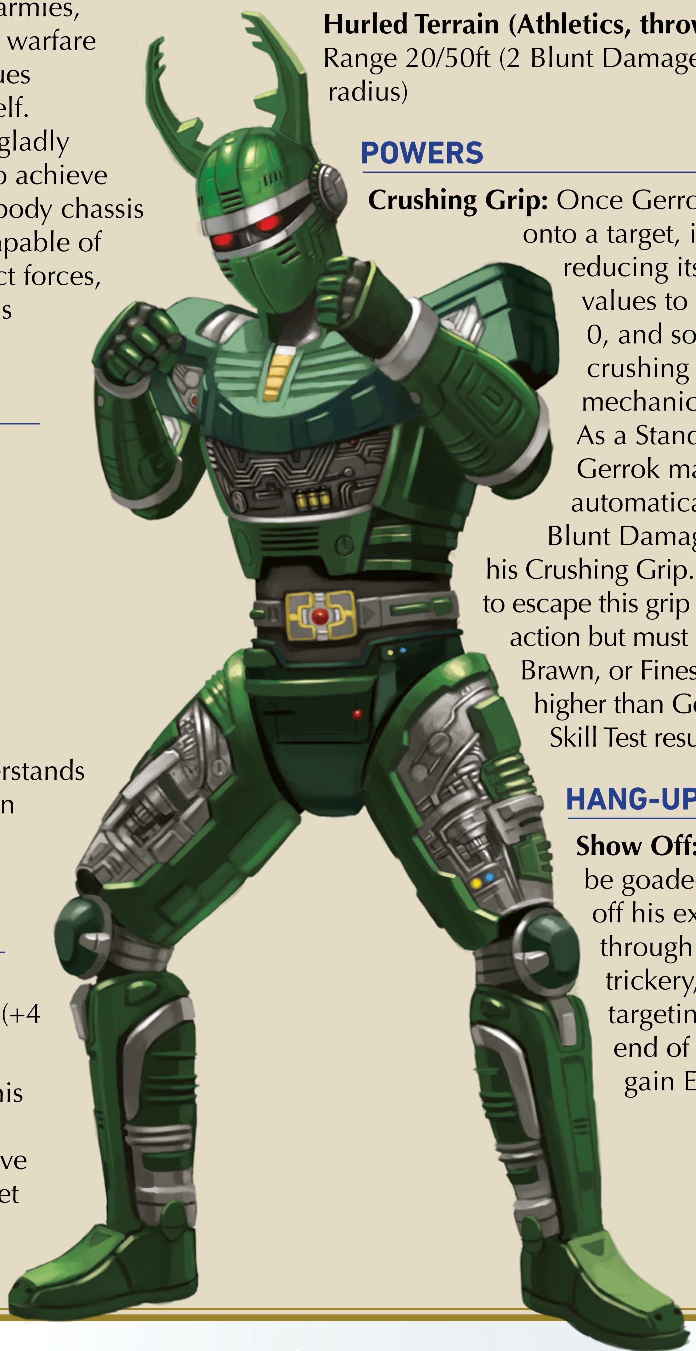
Hurled Terrain (Athletics, throwing): +d4*, Range 20/50ft (2 Blunt Damage, Blast: 5ft radius)

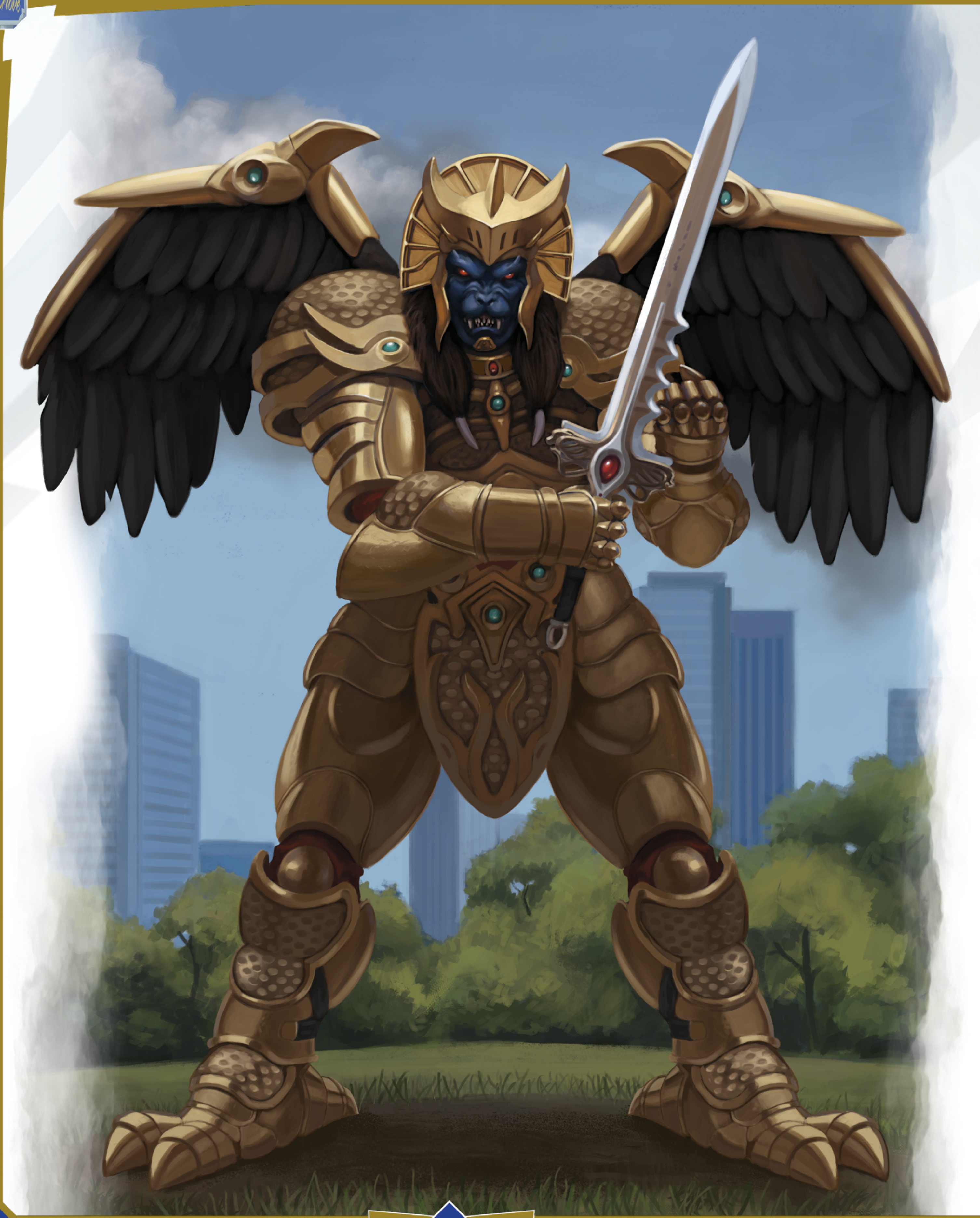
POWERS

Crushing Grip: Once Gerrok gets his claws onto a target, it is trapped, reducing its Movement values to an unmodifiable 0, and soon feels the crushing power of his mechanical strength. As a Standard action, Gerrok may choose to automatically inflict 1 Blunt Damage to a Target in his Crushing Grip. Targets may try to escape this grip as a Standard action but must rollan Acrobatics, Brawn, or Finesse Skill Test higher than Gerrok's Brawn Skill Test result to do so.

HANG-UP

Show Off: If Gerrok can be goaded into showing off his extreme strength through Social skills or trickery, all attacks targeting him until the end of his next turn gain Edge.





Goldar the Terrible, Rita Repulsa's High General (Normal Size)

THREAT LEVEL: 14

SIZE: Large **HEALTH:** 14
MOVEMENT: 30 feet Ground

STRENGTH: 12 **SPEED:** 11
SMARTS: 6 **SOCIAL:** 6

TOUGHNESS: 28 **EVASION:** 21
WILLPOWER: 16 **CLEVERNESS:** 16

Goldar, a mutant strain of winged manticore-like alien, is a warrior unlike any other in Rita's armies. He is an expert Zord pilot, a ferocious swordsman, a capable tactician, and is blessed with arcane gifts from a number of different mentors and ritemasters throughout the centuries. He is highly loyal to Rita, but holds a small amount of resentment in his black heart for the way Zedd treats the sorceress and disregards nearly everything Goldar does and says.

The general's history and connection to the existence of Zords – specifically the War Zord Cyclopsis – makes Goldar uniquely suited to deal with the Power Rangers whenever they strike out against his lords and lady.

SKILLS

Alertness +d6

Athletics +d6

Brawn +d6

Culture (Grid Lore) +d4

Deception +d4

Driving (Zords) +d6

Finesse (Swords) +d6*

Initiative +d2

Intimidation +d4

Might (Brawling) +d6*

Persuasion (Leadership) +d4

Targeting (Fireballs) +d4*

Technology +d6

Languages: Putty, Sirian, Tenga, understands and speaks most Earth-based languages

PERKS

Armored: Goldar is clad in alchemically treated golden plate mail, counting as Ultra-Heavy Armor (+6 Armor Bonus).

Backstab!: If Goldar makes a Golden Sword attack against a target that either could not see him at the beginning of the round or has already attacked a target other than Goldar that turn, the Golden Sword attack inflicts both kinds of Damage it is capable of.

ATTACKS

Fireballs (Targeting, fireballs): +d4*, Ragen 60/150ft (2 Fire Damage)
Critical Effect: Knock Prone

Golden Sword (Finesse, swords): +d6*, Reach x2 (2 Sharp Damage)
Alternate Effects: 1 Energy Damage

Unarmed Combat (Might, brawling): +d6*, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)

POWERS

Energy Chains (1/scene): Once per scene, Goldar may spend a Standard action to summon golden energy chains that automatically Grapple a single target within 60 feet. That target must succeed in a DIF 20 Brawn Skill Test or deal 4 total Damage to the chains to break free.

Summon Forces: Once per Combat scene, as a Standard action, Goldar may summon either 3d6 Putty Patrollers, 2d6 Super Putty Patrollers, or 2d6 Tenga Warriors.

Teleporter: As a Move action, Goldar may instantly teleport to anywhere he can see within 150 feet. This leaves behind a column of solar fire that inflicts 1 Fire Damage to anyone within 5′ when he does so. The fire dissipates at the beginning of Goldar's next turn.

HANG-UP

Arrogant: Goldar always considers himself to be the best warrior, the mightiest monster, the toughest beast, and so on, no matter where he is. If using any kind of 'positive' emotional or mental interactions with Goldar, all skills that boast or brag about him gain a ↑1 dice shift.

Goldar the Terrible, Rita Repulsa's High General (Grown Size)

THREAT LEVEL: 17

SIZE: Towering **HEALTH:** 18
MOVEMENT: 45 feet Ground

STRENGTH: 14 **SPEED:** 11
SMARTS: 9 **SOCIAL:** 6

TOUGHNESS: 30 **EVASION:** 21
WILLPOWER: 19 **CLEVERNESS:** 16

SKILLS

- Alertness +d6
- Athletics +d6
- Brawn +d6
- Conditioning x1
- Culture (Grid Lore) +d4
- Deception +d4
- Driving (Zord) +d6
- Finesse (Swordplay) +d6*
- Initiative +d2
- Intimidation +d4
- Might (Brawling) +d8*
- Persuasion (Leadership) +d4
- Targeting (Fireballs) +d4*
- Technology +d6

Languages: Putty, Sirian, Tenga, understands and speaks most Earth-based languages

PERKS

Armored: Goldar is clad in alchemically treated golden plate mail, counting as Ultra-Heavy Armor (+6 Armor Bonus).

Backstab!: If Goldar makes a Golden Sword attack against a target that either could not see him at the beginning of the round or has already attacked a target other than Goldar that turn, the Golden Sword attack inflicts both kinds of Damage it is capable of.

Energy Channeling: If Goldar successfully uses his Toughness Defense to defeat an Energy or Element-based Damage source, his next Standard action can be his Redirected Energy attack, using the amount of Damage he successfully avoided as the Damage inflicted by the attack.

ATTACKS

Eye Fire (Targeting, fireballs): +d4*, Range 80/300ft (2 Fire Damage)
Critical Effect: Forced Morph Power

Golden Sword (Finesse, swords): +d6*, Reach x2 (2 Sharp Damage)
Alternate Effects: 1 Energy Damage

Redirected Energy (Finesse, swords): +d6*, Range 100/200ft (Energy Channeling Power)

Unarmed Combat (Might, brawling): +d8*, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)

POWERS

Energy Chains (1/scene): Once per scene, Goldar may spend a Standard action to summon golden energy chains that automatically Grapple a single target within 60 feet. That target must succeed in a DIF 20 Brawn Skill Test or deal 4 total Damage to the chains to break free.

Forced Morph: If Goldar's attack triggers this special Power against a target that has additional forms, shapes, or statistic classifications, Goldar may choose to force that target out of its current form and into one of the other options. If this would separate a Combiner from a Megaform or change a Power Ranger from its Morphed form, the Power Ranger in question may immediately spend 2 Personal Power to avoid the effects of Forced Morph.

HANG-UP

You Can't Beat Goldar!: When grown, Goldar believes himself to be nearly unstoppable. If he ever rolls a Critical Success on any attack roll or any foe attacking him rolls a Fumble, Goldar spends his entire next round laughing, mocking, and otherwise taunting the enemy.

Grumble Bee

THREAT LEVEL: 7

SIZE: Large **HEALTH:** 10
MOVEMENT: 30 feet Ground

STRENGTH: 6 **SPEED:** 7
SMARTS: 3 **SOCIAL:** 4

TOUGHNESS: 16 **EVASION:** 17
WILLPOWER: 13 **CLEVERNESS:** 14

The Grumble Bee is an insidious creature made from Super Putty clay by the mad genius Finster and given true life by Rita's sorcery. He has been used to make the most of ill wills and negative feelings amongst the Power Rangers before and remains a loyal asset to Rita and Lord Zedd. He is an arrogant monster, with a noisy and nasty disposition and an annoying preference for bee-based puns.

SKILLS

Alertness +d4

Animal Handling +d2

Athletics +d4

Brawn +d2

Conditioning x3

Finesse +d4

Initiative +d2

Persuasion (Diplomacy) +d4

Survival +d2

Targeting (Stingers) +d6*

Languages: Putty, Understands and speaks most Earth-based languages

PERKS

Mighty Leap: Instead of moving normally, Grumble Bee can leap up to a number of feet in any direction equal to three times the numerical result of an Athletics Skill Test.

Poison Proof: Grumble Bee cannot take damage or suffer ill effects from any kind of poison, venom, or toxin.

ATTACKS

Claw Strike (Finesse): +d4, Reach (1 Sharp Damage)

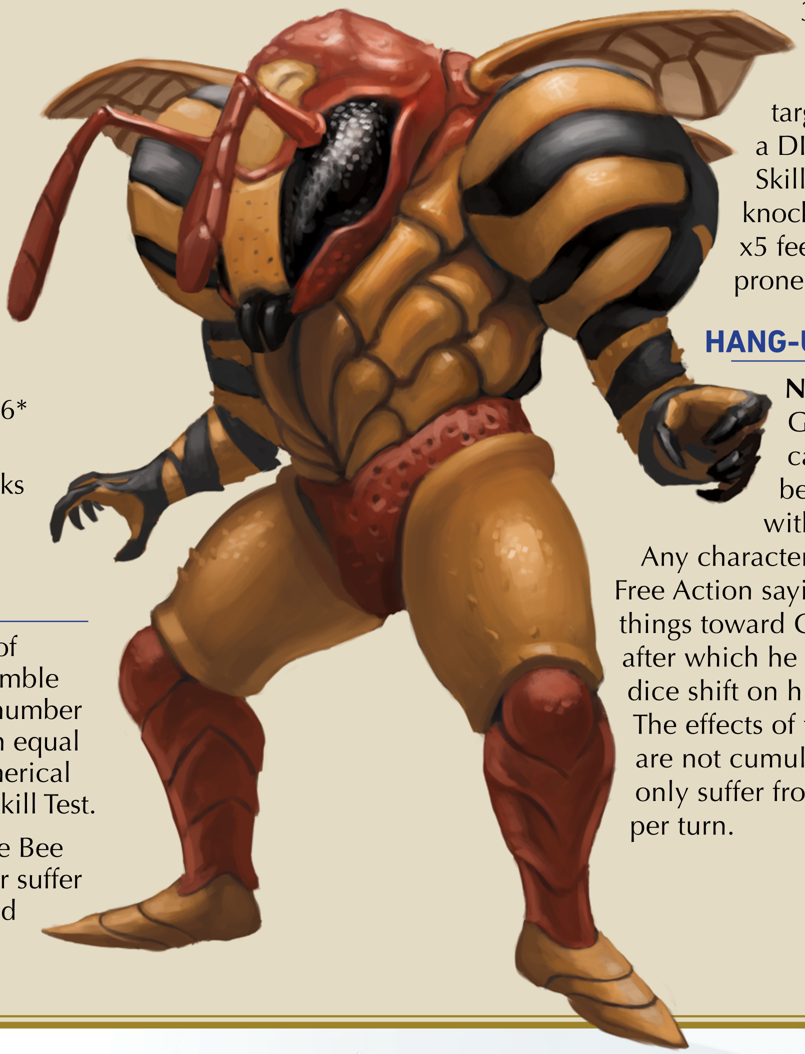
Stinger Projectiles (Targeting, stingers): +d6*, Range 30/80ft Multiple (3) Targets in a 15ft cone (1 Poison Damage)

Venom Spray (Targeting): +d6 against Evasion, Range 20/40ft (1 Poison Damage + lose 1d2 points of Speed Essence)

POWERS

Putty Summoner (1/scene): Connecting with his hive mind mentality, Grumble Bee can summon 2d4 Putty Patrollers once per combat scene as a Standard Action.

Sonic Wing Blast: As a Standard Action, Grumble Bee can try to knock all enemies in a 30 foot by 30 foot square area off their feet. All targets must pass a DIF 18 Athletics Skill Test or be knocked away 1d4 x5 feet and made prone.



HANG-UP

No Disrespect: Grumble Bee cannot tolerate being talked to with disrespect. Any character can spend a Free Action saying impolite things toward Grumble Bee, after which he suffers a ↓1 dice shift on his next action. The effects of this Hang-Up are not cumulative; he can only suffer from it once per turn.

Grumble Bee (Enhanced)

THREAT LEVEL: 10

SIZE: Large **HEALTH:** 11
MOVEMENT: 30 feet Ground

STRENGTH: 10 **SPEED:** 6
SMARTS: 3 **SOCIAL:** 6

TOUGHNESS: 24 **EVASION:** 16
WILLPOWER: 14 **CLEVERNESS:** 16

The Enhanced Grumble Bee is an even more insidious creature, covered in a strong composite Putty clay devised by Finster and given extra abilities to Rita's sorcery. With these extra abilities, his arrogance knows no bounds, and he gloats with every victory with his buzzing, grating voice!

SKILLS:

Alertness +d4

Animal Handling +d2

Athletics +d4

Brawn +d6

Conditioning x1

Deception +d2

Initiative +d2

Might (Claws) +d6*

Persuasion (Diplomacy) +d6*

Survival +d2

Targeting (Stingers) +d8*

Languages: Understands most Earth-based languages.

PERKS

Hard-Shell: Grumble Bee supernaturally has Heavy Armor (+4 Toughness).

Poison Proof: Grumble Bee cannot take damage or suffer ill effects from any kind of poison, venom, or toxin.

Siphon Energy: A successful attack from Grumble Bee's Shock Claws steals 1 Personal Power from the target, if possible. This is then stored within the Grumble Bee's crackling stinger until used.

ATTACKS

Lightning Blasts (Targeting): +d8, Range 50/100ft (1 Lightning Damage, Blast: 10 ft radius)
Alternate Effects: 1 Lightning Damage and Siphon Energy

Shock Claw Strike (Might, Claws): +d6*, Reach (1 Sharp Damage and Siphon Energy)
Alternate Effects: 1 Lightning Damage and Siphon Energy

Stinger Projectiles (Targeting, stingers): +d8*, Range 30/80ft Multiple (3) Targets in a 15ft cone (1 Poison Damage)

Venom Spray (Targeting): +d8, Range 20/40ft (1 Poison Damage + lose 1d2 points of Speed Essence)

POWERS

Ball Lightning: Grumble Bee may expend all of its stored up stolen Power Points in the form of a crackling ball of green lightning from its wicked stinger. The resulting attack uses the Targeting Skill, has a potential Reach of 120 feet, and inflicts 1 Lightning Energy Damage for each Power expended to create the attack, if successful.

Putty Summoner (1/scene): Connecting with his hive mind mentality, Grumble Bee can summon 2d4 Putty Patrollers once per combat scene as a Standard Action.

Sonic Wing Blast: As a Standard Action, Grumble Bee can try to knock all enemies in a 30 foot by 30 foot square area off their feet. All targets must pass a DIF 18 Athletics Skill Test or be knocked away 1d4 x5 feet and made prone.

Teleport (3/scene): As a Standard Action, Grumble Bee can teleport to anywhere within 100 feet, leaving behind a cloud of stinging bees in its previous square. Anyone who enters the square suffers 1 Sharp Damage immediately. It may do this up to three times per combat scene.

HANG-UP

Braggart: After getting a Critical Success on any Skill Test, Grumble Bee spends its next Standard Action laughing, bragging, and generally trying to demoralize its opponents.

No Disrespect: Grumble Bee cannot tolerate being talked to with disrespect. Any character can spend a Free Action saying impolite things toward Grumble Bee, after which he suffers a ↓1 dice shift on his next action. The effects of this Hang-Up are not cumulative; he can only suffer from it once per turn.

Horathi Worker

THREAT LEVEL: 1

SIZE: Common **HEALTH:** 1
MOVEMENT: 30 feet Ground

STRENGTH: 3 **SPEED:** 1
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 15 **EVASION:** 11
WILLPOWER: 12 **CLEVERNESS:** 12

Horathi workers are strong, tough, and loyal to their clans and families. They are covered in patches of dense scales, corded muscle, and desert-tanned flesh. They can look forward to freedom later in life, but for now they are held under the coppery thumb of the Machine Empire's tyranny.

SKILLS

Alertness +d2

Brawn +d4

Culture +d2

Driving +d2

Initiative +d2

Might +d2

Performance +d2

Persuasion +d2

Languages: Horathi; some clan elders know an additional local language

PERKS

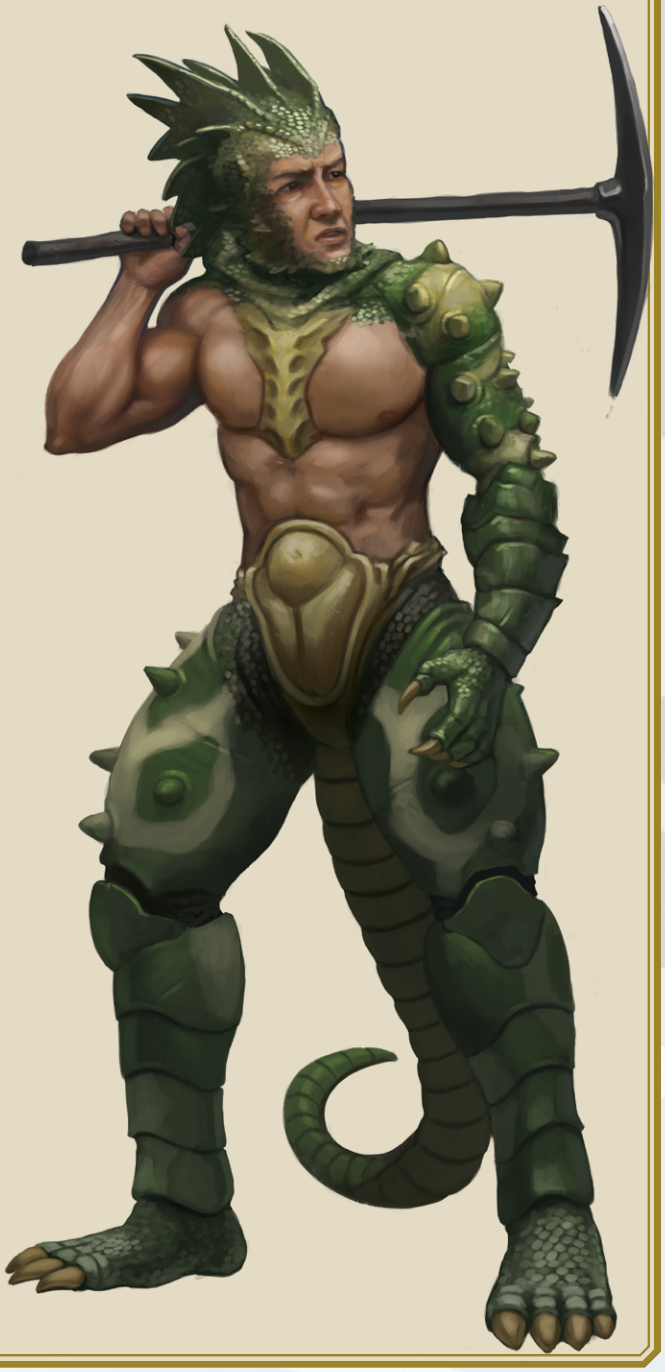
Dense Scales: Horathi are covered in patches of hard scales, giving them the equivalent of +2 Armor Bonus to Toughness.

ATTACKS

Unarmed Combat (Might): +d4*, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

HANG-UP

Downtrodden and Oppressed: Until the Horathi eventually free themselves from Machine Empire rule, they have had their freedom severely stamped down. Unless convinced of a brighter future, Horathi suffer a Snag on all Social skills concerning their own well-being, safety, and benefit.



Imperfect Putties

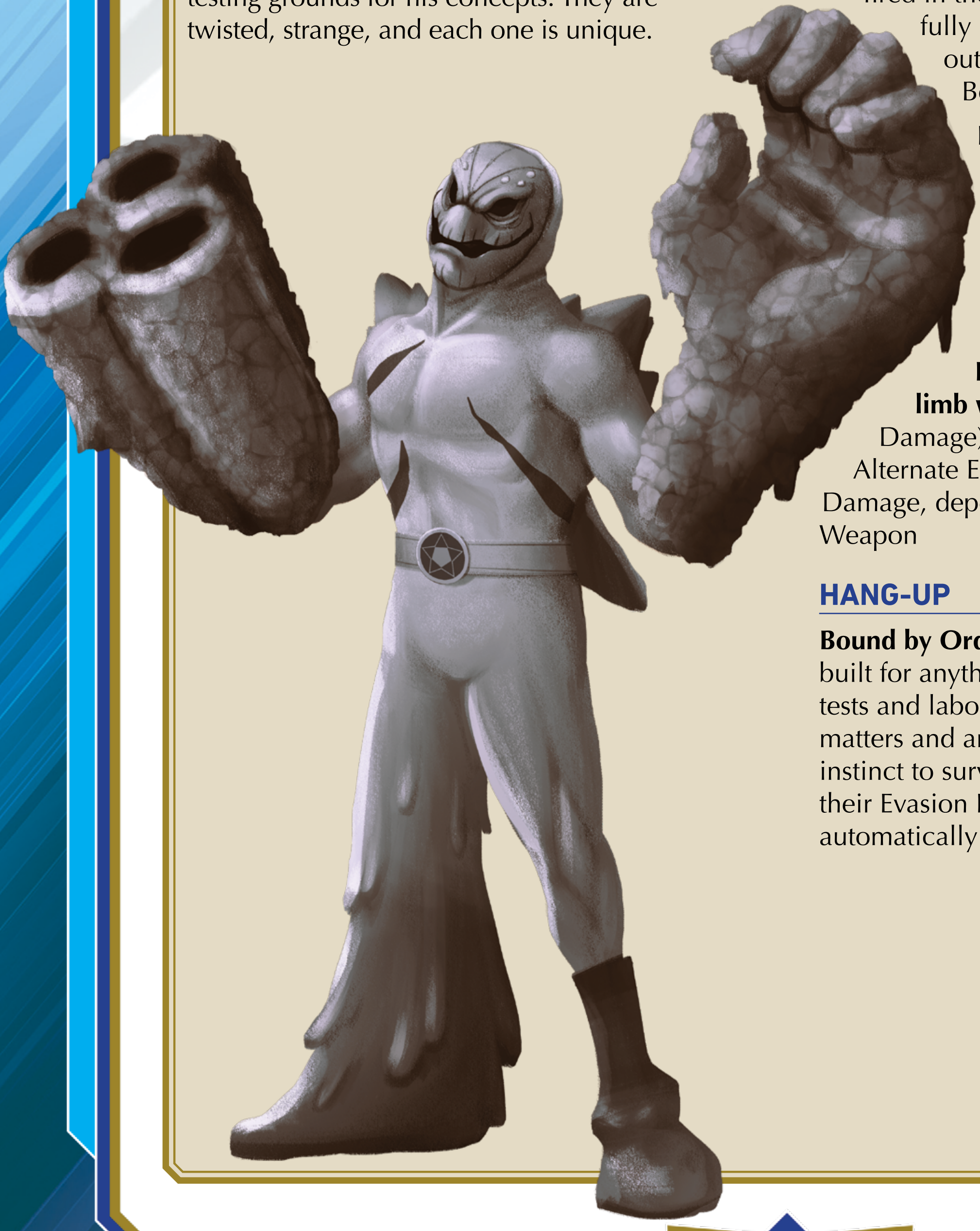
THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2
MOVEMENT: 30 feet Ground

STRENGTH: 5 **SPEED:** 3
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 18 **EVASION:** 13
WILLPOWER: 11 **CLEVERNESS:** 11

Used as practice sculpts for new weapon ideas, limb configurations, and other inspirations-of-the-moment by Finster, Imperfect Putties are put through the Monster-Matic to become walking testing grounds for his concepts. They are twisted, strange, and each one is unique.



SKILLS

Alertness +d2

Brawn +d2

Initiative +d6

Might (Limb Weapon) +d6*

Streetwise +d2

Languages: Putty, understands English

PERKS

Overbaked Shell: The Imperfect Putty has been fired in the Monster-Matic despite not being fully refined, creating a thick, gnarled outer shell that grants it a +3 Armor Bonus to Toughness.

Power in Numbers: The Imperfect Putty gains an Edge on an attack Skill Test against a creature if at least one of the Putty's allies is within 5 feet of the target.

ATTACKS

Integrated Weapon (Might, limb weapon): +d6*, Reach (1 Blunt Damage)

Alternate Effects: 1 Sharp Damage or 1 Stun Damage, depending on the type of Integrated Weapon

HANG-UP

Bound by Orders: Imperfect Putties are not built for anything aside from their baseline tests and labors. They are not trained in deeper matters and are not bound by the normal instinct to survive. Imperfect Putties never use their Evasion Defense, even if it means getting automatically hit by attacks or game effects.

Knasty Knight (Normal Size)

THREAT LEVEL: 8

SIZE: Large **HEALTH:** 10
MOVEMENT: 30 feet Ground

STRENGTH: 8 **SPEED:** 8
SMARTS: 3 **SOCIAL:** 3

TOUGHNESS: 22 **EVASION:** 18
WILLPOWER: 13 **CLEVERNESS:** 13

Leader and chief warrior of the scouring on Tarmac 2, Knasty Knight is a medieval-themed martial warrior that joined Lord Zedd's armies when he and Rita became one force to be reckoned with at the Lunar Palace. He was originally called into being through an ancient incantation, a spell that could theoretically bring the armored warrior back from the dead to serve the villainous duo again, and again, and again.

SKILLS

Alertness +d2

Athletics +d2

Brawn +d2

Conditioning x2

Culture (Occult) +d2*

Finesse (Swords) +d6*

Initiative +d4

Intimidation +d2

Might (Bludgeons) +d4*

Persuasion (Leadership) +d6

Targeting +d4

Languages: Eltarian, English, French, Japanese, and Spanish

PERKS

Disable Weapon: A Critical success from a Sword of Darkness attack renders one weapon, weapon system, or type of attack (Knasty Knight's choice) useless for the remainder of the scene, or until the wielder spends 1 Power Point to remove the Sword of Darkness' effect.

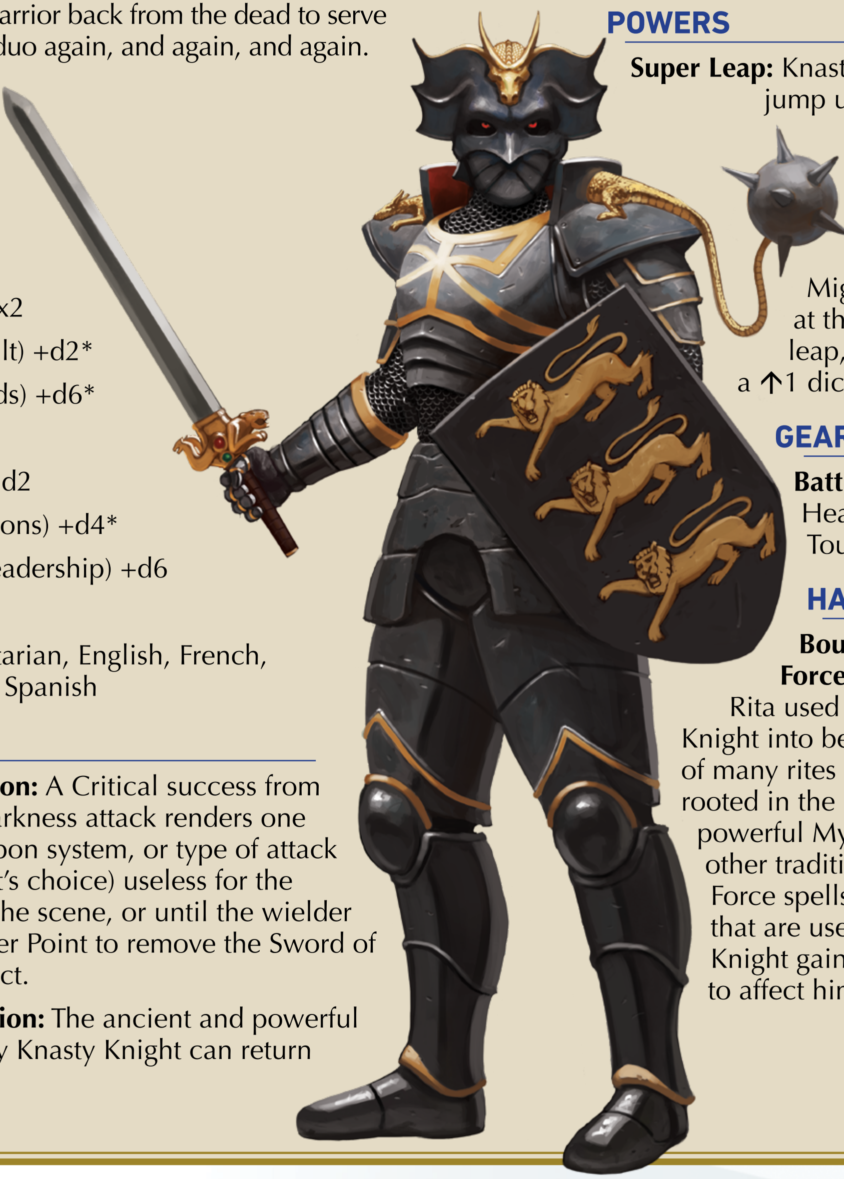
Shield Reflection: The ancient and powerful shield worn by Knasty Knight can return blows to attackers. Any Critical Failure on an attack roll that targets the Knasty Knight instead inflicts the intended attack upon the attacker as if it were a standard success.

ATTACKS

Crimson Blast (Targeting): +d4, Range 30/100ft (2 Energy Damage)

Shoulder-Mace (Might, bludgeons): +d4*; Reach (2 Blunt Damage)
Critical Effect: Knock Prone

Sword of Darkness (Finesse, swords): +d6*, Reach (2 Sharp Damage)
Critical Effect: Disable Weapon Perk



POWERS

Super Leap: Knasty Knight can jump up to 45 feet horizontally/30 feet vertically as a Move action. If he makes a Finesse or Might-based attack at the end of this leap, the attack gains a ↑1 dice shift.

GEAR

Battledress: Heavy Armor (+4 Toughness)

HANG-UP

Bound by the Mystic Force: The ritual spell Rita used to bring Knasty Knight into being is just one of many rites and incantations rooted in the ancient and powerful Mystic Force. Any other traditional Mystic Force spells and artifacts that are used against Knasty Knight gain a ↑1 dice shift to affect him.

Knasty Knight (Grown Size)

THREAT LEVEL: 12

SIZE: Towering
HEALTH: 14
MOVEMENT: 45 feet Ground

STRENGTH: 12
SPEED: 10
SMARTS: 4
SOCIAL: 4

TOUGHNESS: 26
EVASION: 20
WILLPOWER: 14
CLEVERNESS: 14

SKILLS

Alertness +d2

Athletics +d4

Brawn +d6

Conditioning x2

Culture (Occult) +d4*

Finesse (Swords) +d8*

Initiative +d4

Intimidation +d4

Might (Bludgeons) +d4*

Persuasion (Leadership) +d8

Targeting +d4*

Languages: Eltarian, English, French, Japanese, and Spanish

PERKS

Disable Weapon: A Critical success from a Sword of Darkness attack renders one weapon, weapon system, or type of attack (Knasty Knight's choice) useless for the remainder of the scene, or until the wielder spends 1 Power Point to remove the Sword of Darkness' effect.

While Grown, this Critical Effect only works on targets within two Size Classes (up or down) of Knasty Knight.

Shield Absorption: Too large to direct attacks back at targets effectively, the Grown version of the ancient shield grants Knasty Knight resistance to all Energy and Element damage sources, cutting that damage in half (rounding up).

ATTACKS

Crimson Blast (Targeting): +d4*, Range 30/100ft (2 Energy Damage)

Shoulder-Mace (Might, bludgeons): +d4*; Reach (2 Blunt Damage)

Critical Effect: Knock Prone

Sword of Darkness (Finesse, swords): +d8*, Reach (2 Sharp Damage)

Critical Effect: Disable Weapon Perk

POWERS

Ground Pound (2/scene): As a Standard action, Knasty Knight can leap high into the air and come down anywhere within 100 feet, making a single Might (Bludgeons) attack against all beings within a 10ft radius, dealing 2 Blunt Damage, if successful. This ability is disorienting to Knasty Knight, and all attacks targeting him from the moment he uses this Power until the beginning of his next turn gain a ↑2 dice shift.

GEAR

Battledress: Heavy Armor (+4 Toughness)

HANG-UP

Bound by the Mystic Force: The ritual spell Rita used to bring Knasty Knight into being is just one of many rites and incantations rooted in the ancient and powerful Mystic Force. Any other traditional Mystic Force spells and artifacts that are used against Knasty Knight gain a ↑1 dice shift to affect him.

A Mixture of Magics: The alchemical grenade Lord Zedd uses to grow Knasty Knight is not the same kind of alien sorcery used to call him into being, causing a slight mystical clash. If Knasty Knight ever rolls a natural '1' on any Skill Test, magical sparks and smoke erupt from between his armor plates, and he loses 1 Health automatically.

Machine Empire Quadrafighter (vehicle)

THREAT LEVEL: 3

SIZE: Huge **HEALTH:** 3
MOVEMENT: 30 ft Ground, 80 ft Aerial or Aquatic

STRENGTH: 4 **SPEED:** 6
SMARTS: – **SOCIAL:** –

TOUGHNESS: 14 **EVASION:** 16
WILLPOWER: – **CLEVERNESS:** –

SKILLS

Brawn +d2

Driving (Autopilot) +d4

Might (Limb-Thrust) +d4*

Targeting (Blasters) +d4*

PERKS

Crew: 1 driver

Hardpoint Weapons: Flexible Multi-Limbs (4); Paired Plasmic Particle Blasters (2)
Firepoints: None

Defenses: Mechanomantic Shielding (Inflicts a Snag on energy or element-based attack rolls)

Traits: Advanced Autopilot, Air, Amphibious, Targeting System, Vehicle, VTOL, Zero-G

Advanced Autopilot: If this vehicle has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a free action to have the autopilot lend assistance on a Driving Skill Test.

Air: The Quadrafighter is an air vehicle.

Amphibious: This counts as both a land and sea vehicle.

Targeting System: The driver can attack with this weapon as a Free action, using their own Driving skill or the vehicle's Targeting skill, if it has one, for the Skill Test.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to mind affecting effects and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damages can be fixed with a Standard engineering kit and a Technology check.

VTOL: This vehicle takes off and lands vertically.

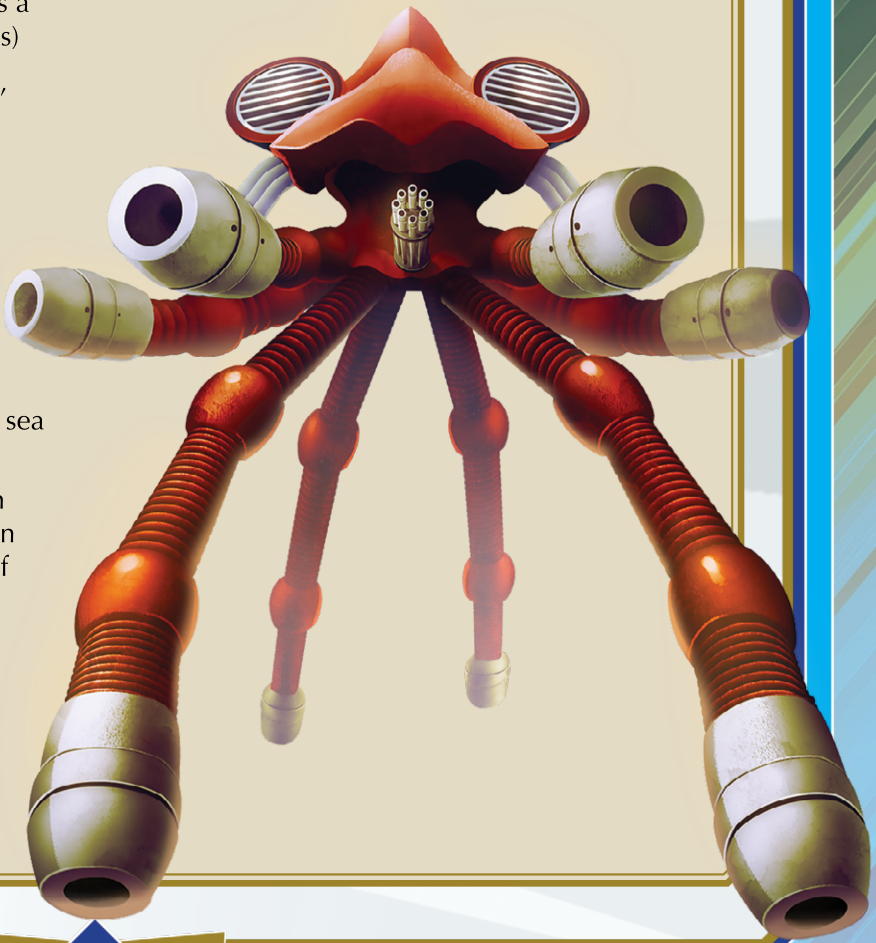
Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and endless cold of outer space.

ATTACKS

Multi-Limb Thrust (Might, Limb-Thrust): +d4*, Reach x2 (2 Blunt Damage)

Restrictions: Walking Mode Only

Plasmic Particle Blasters (Targeting, blasters): +d4*, Range 60/300ft (2 Energy Damage)
Traits: Energy



Machine Empire Quadrafighter-X (vehicle)

THREAT LEVEL: 4

SIZE: Huge **HEALTH:** 5
MOVEMENT: 30 ft Ground, 80 ft Aerial or Aquatic

STRENGTH: 5 **SPEED:** 7
SMARTS: – **SOCIAL:** –

TOUGHNESS: 15 **EVASION:** 17
WILLPOWER: – **CLEVERNESS:** –

SKILLS

Brawn +d2

Conditioning x1

Driving (Autopilot) +d4

Might (Limb-Thrust) +d4*

Targeting (Blasters) +d6*

PERKS

Crew: 1 driver, 1 co-pilot

Hardpoint Weapons: Flexible Multi-Limbs (4); Paired Plasmic Particle Blasters (2)

Firepoints: None

Defenses: Mechanomantic Shielding (Inflicts a Snag on energy or element-based attack rolls)

Traits: Advanced Autopilot, Air, Amphibious, Targeting System, Vehicle, VTOL, Zero-G

Advanced Autopilot: If this vehicle has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a free action to have the autopilot lend assistance on a Driving Skill Test.

Air: The Quadrafighter is an air vehicle.

Amphibious: This counts as both a land and sea vehicle.

Targeting System: The driver can attack with this weapon as a Free action, using their own Driving skill or the vehicle's Targeting skill, if it has one, for the Skill Test.

Temporal Shift: Modified to survive the hardships of time travel, the Quadrafighter-X self-adjusts its place in spacetime milliseconds at a time, seeming to flicker, blink, and leave behind shadowy images of itself when it moves. This imposes a Snag on ranged attack rolls originating farther away than 30 feet.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to mind affecting effects and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damages can be fixed with a Standard engineering kit and a Technology check.

VTOL: This vehicle takes off and lands vertically.

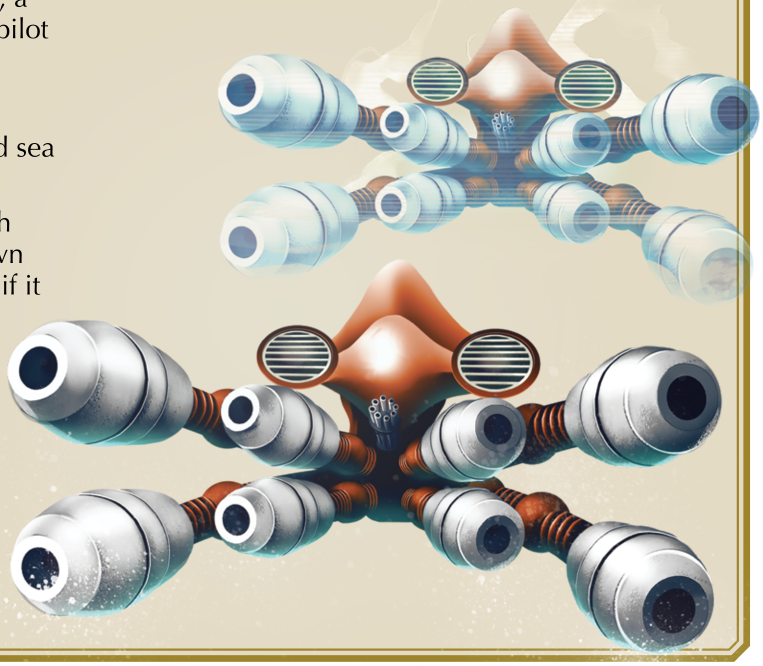
Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and endless cold of outer space.

ATTACKS

Multi-Limb Thrust (Might, Limb-Thrust): +d4*, Reach x2 (2 Blunt Damage)

Restrictions: Walking Mode Only

Chrono-Blasters (Targeting, blasters): +d6*, Range 100/400ft (2 Energy Damage)
Traits: Energy



Medieval Putties

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2
MOVEMENT: 30 feet Ground

STRENGTH: 4 **SPEED:** 3
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 15 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 11

SKILLS

Acrobatics +d6

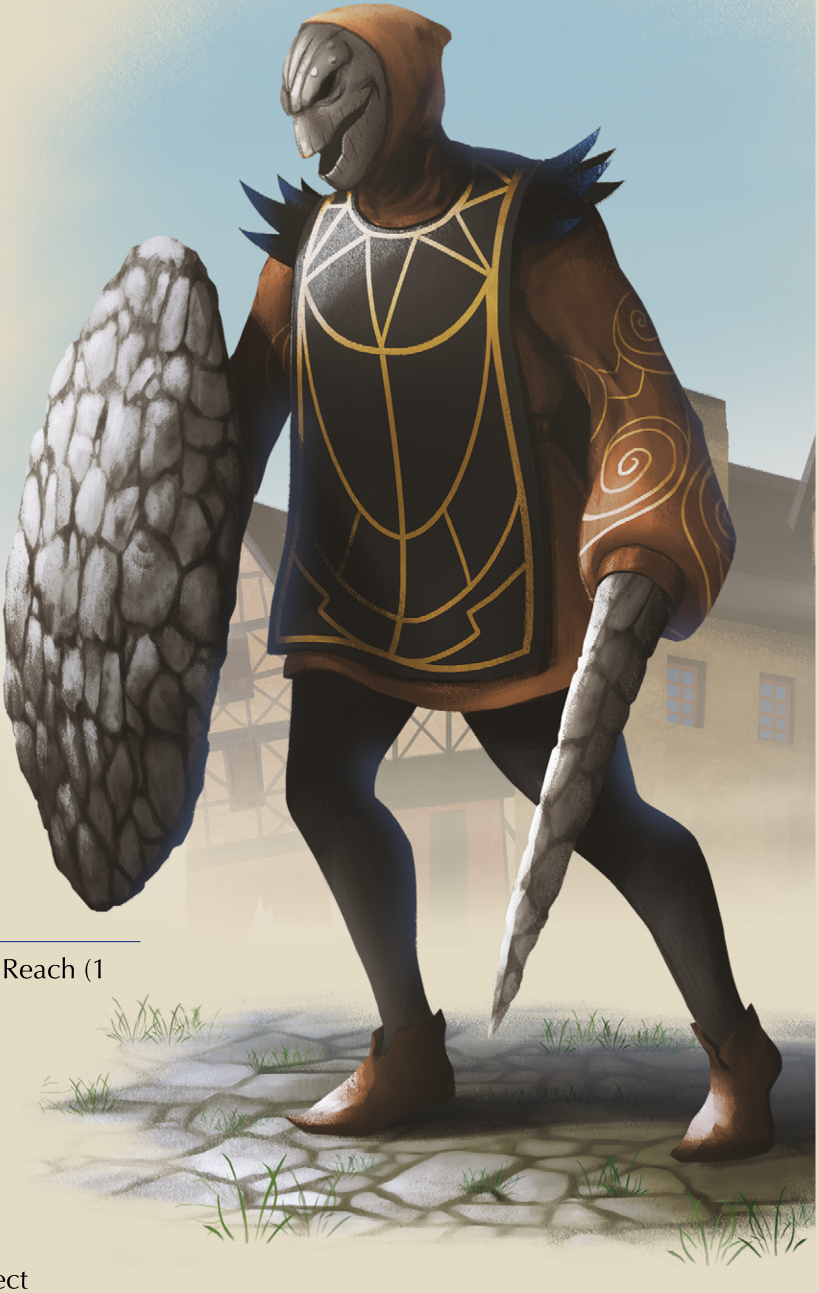
Alertness +d6

Athletics +d2

Might (Swords) +d4*

Performance +d2

Languages: Putty, understands English, French, and Spanish



PERKS

Power in Numbers: The Putty gains an Edge on an attack roll against a creature if at least one of the Putty's allies is within 5 feet of the target.

Sword and Board: The Putty's off hand is molded into a stylized shield, granting it a +1 Armor Bonus to Toughness.

ATTACKS

Broadsword (Might, swords): +d4*, Reach (1 Sharp Damage)
Hands: 1
Traits: Sharp

HANG-UP

Weak Point: Any hit made against a Medieval Putty that exceeds its Defense (Evasion or Toughness) by more than 10 is considered a direct hit on top of their helmet, exploding it on impact.

Mel Thompson, Protective Father

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2
MOVEMENT: 30 feet Ground

STRENGTH: 2 **SPEED:** 3
SMARTS: 3 **SOCIAL:** 2

TOUGHNESS: 12 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 11

SKILLS

Animal Handling +d2

Athletics +d2

Might +d2

Persuasion +d2

Survival (Hunting) +d4*

Targeting (Shotguns) +d4*

Languages: English, German, Spanish

PERKS

Family Man: Mel gains an Edge on any Skill Test made to protect or defend his family.

ATTACKS

Shotgun (Targeting, shotguns): +d4*, Range 20/60ft Multiple (2) Targets (1 Sharp Damage, Blast: 15ft cone)
Hands: 2
Traits: Ballistic, Reload

Unarmed Combat (Might): +d2, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

GEAR

Weapons: 12-Gauge Shotgun

Battledress: Orange Hunting Vest (↓2 to Skill Tests for hiding)

Oracle Incorporated Security Agent

THREAT LEVEL: 2

SIZE: COMMON **HEALTH:** 2
GROUND MOVEMENT: 30 feet

STRENGTH: 1 **SPEED:** 2
SMARTS: 5 **SOCIAL:** 2

TOUGHNESS: 12 **EVASION:** 12
WILLPOWER: 15 **CLEVERNESS:** 12

SKILLS

Alertness +d4

Might +d2

Persuasion +d4

Targeting +d4

Technology (Surveillance) +d4*

Languages: English, French, Spanish

PERKS

Communication Device: Radios connect Oracle agents to each other and their local camera-hub van, allowing them to call for backup if necessary.

Call for Backup: By using a Move Action, Oracle agents can use their Communication Device to Call for Backup. This requires a DIF 12 Persuasion Skill Test and if successful, summons all local Oracle agents within 500 feet in 2d2 minutes. Alternatively, an Oracle agent may call the Angel Grove Police Department for traditional backup, increasing their Difficulty to 15, but summoning d2x2 Angel Grove Police Officers, who arrive in 2d4 minutes.

ATTACKS

Sonic Gun (Targeting): +d4, Range 15/50ft (1 Sonic Damage)
Hands: 1

Stun Gun (Targeting): +d4, Range 10/20ft (1 Stun Damage)
Hands: 1

Unarmed Combat (Might): +d2, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

GEAR

Weapons: Advanced Sonic Gun, Stun Gun

Battledress: Armored Jacket (+1 Armor Bonus)

Other: Collar Communication Button, Personal Effects (Wealth +d4)

ProSec Agent (Anti-Monster Division)

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3
MOVEMENT: 30 feet Ground

STRENGTH: 2 **SPEED:** 4
SMARTS: 4 **SOCIAL:** 2

TOUGHNESS: 14 **EVASION:** 14
WILLPOWER: 14 **CLEVERNESS:** 12

SKILLS

Alertness +d2

Might +d4

Persuasion +d4

Targeting (Energy Weapons) +d4*

Technology +d6

Languages: English, Japanese

ATTACKS

Particle Rifle (Targeting, energy weapons): +d4*, Range 80/240ft
(1 Energy Damage)
Hands: 2
Traits: Energy

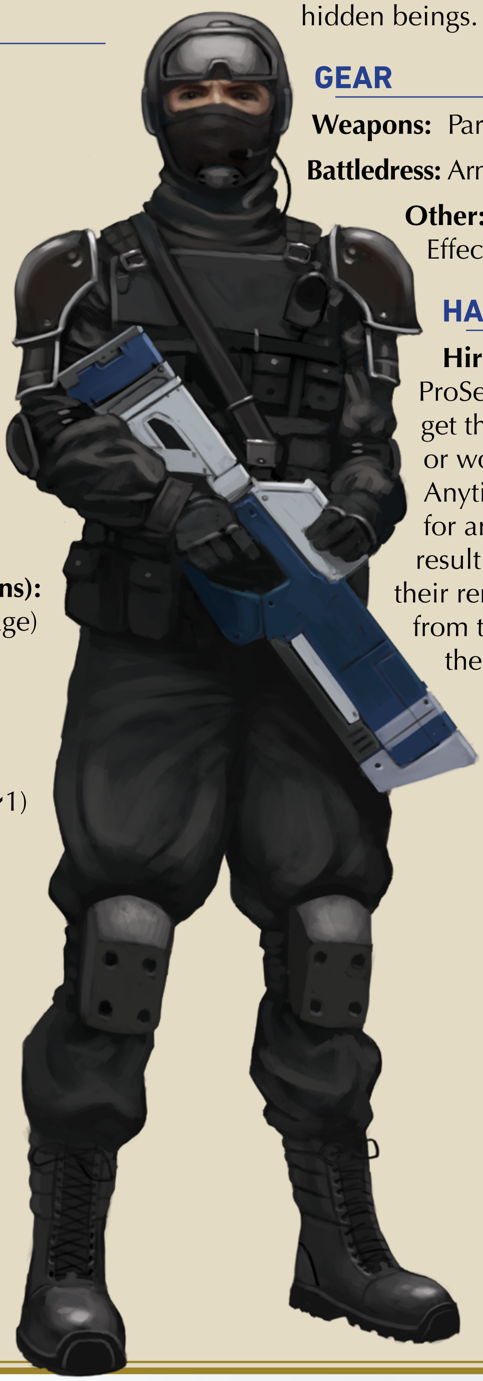
Handgun (Targeting, energy weapons): +d4*, Range 30/60ft (1 Sharp Damage)
Hands: 1
Traits: Ballistic, Reload

Unarmed Combat (Might): +d4, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

PERKS

Communication Device: Radios connect ProSec Agents to each other and their headquarters in Artech Valley, allowing them to request backup if their contract allows for the extra expense.

Scanner: As a Standard action, the ProSec Agent can attempt to use their Technology skill instead of their Alertness skill to attempt to find hidden beings.



GEAR

Weapons: Particle Rifle; Small Handgun

Battledress: Armored Suit (+2 Armor Bonus)

Other: Energy Scanner, Personal Effects (Wealth +d6)

HANG-UP

Hired Help: As help-for-hire, ProSec Agents are not about to get themselves seriously hurt or worse in the line of duty. Anytime the Agent loses Health for any reason, roll a d2. If the result is equal to or greater than their remaining Health, they flee from the scene; consider them Defeated.

Pumpkin Remix (Polluted Pumpkin Rapper)

THREAT LEVEL: 5

SIZE: Large **HEALTH:** 5
MOVEMENT: 30 feet Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: 3 **SOCIAL:** 3

TOUGHNESS: 16 **EVASION:** 14
WILLPOWER: 13 **CLEVERNESS:** 13

A mechanomantic facsimile of the original Pumpkin Rapper, Pumpkin Remix still communicates in rhymes when it feels the need to speak, but rarely does so, letting its domination vines do most of that for it. Pumpkin Remix is almost physically identical to the upside-down pumpkin-headed monster Angel Grove has witnessed before, but instead, it has glowing wires interspersed with its vines and leaves.

SKILLS

Alertness +d2

Athletics (Throwing) +d4*

Initiative +d2

Might +d6

Performance (Hip-Hop) +d4*

Science (Botany) +d4

Targeting +d6

Languages: English, automatically knows the Languages of any currently Dominated being

PERKS

Energize!: As a Standard Action, Pumpkin Remix can choose any number of currently Vine Dominated beings and send a powerful blast of electricity into them. While this removes the Dominated condition, it inflicts 1 Electricity Damage automatically.

Floral Regeneration: Pumpkin Remix absorbs flowers and plants of all kinds to heal its damage. If in a flora-rich location, Pumpkin Remix can expend its entire turn to heal 1 Health to itself.

ATTACKS

Branch Strike (Might): +d6; Reach (1 Blunt Damage)

Eye Laser Rings (Targeting): +d6; Range 40/60ft (2 Energy Damage)

Vine Slap (Might): +d6; Reach x4 (1 Blunt Damage, Knock Prone)

Multiple Targets: Vine Slap targets up to 4 adjacent creatures within reach

Critical Effect: Deals additional 1 Stun Damage

POWERS

Domination Vines (1/scene): As a Standard Action, Pumpkin Remix can try to weave Domination Vines onto any number of creatures within 10 feet. Pumpkin Remix makes an attack using Science (Botany) with a ↑1 dice shift that targets their Willpower Defense. If successful, the target becomes Dominated.

Pumpkin Bombs (3/scene): As a Standard Action, when not within 5 feet of any opponents, Pumpkin Remix can summon d2 Pumpkin Bombs and throw them at his enemies. Each Pumpkin Bomb creates a 10′ by 10′ explosion in which all creatures must pass a **DIF 18 Acrobatics or Athletics Skill Test** or be knocked Prone.

HANG-UP

Must Dance!: If the Pumpkin Remix hears music of any kind, it spends its Move action hip hop dancing. This does not keep it from making attacks or performing other actions, it merely stays stationary while it dances.

Putty Patroller

THREAT LEVEL: 0

SIZE: Common **HEALTH:** 1
MOVEMENT: 30 feet Ground

STRENGTH: 3 **SPEED:** 1
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 13 **EVASION:** 11
WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

Acrobatics +d2

Alertness +d2

Might (Martial Arts) +d4*

Performance +d2

Languages: Putty, understands English

PERKS

Surprise Attack: The Putty gains Edge on attack rolls against any creature it has surprised.

Power in Numbers: The Putty gains an Edge on an attack roll against a creature if at least one of the Putty's allies is within 5 feet of the target.

ATTACKS

Unarmed Combat (Might, martial arts): +d4*, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

HANG-UP

Easily Distracted: Deception checks to divert a Putty's attention elsewhere using a prop or an event happening within the scene gain ↑1.

Putty Wreckers

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2
MOVEMENT: 30 feet Ground

STRENGTH: 6 **SPEED:** 2
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 16 **EVASION:** 12
WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

Acrobatics +d2

Alertness +d2

Athletics +d4

Brawn +d6*

Initiative +d2

Might (Blunt Weapons) +d6*

Performance +d2

Languages: Putty, understands English

PERKS

Overbaked Muscles: The Putty Wrecker is undeniably built for heavy lifting. Its Brawn skill dice is always equal to its Might skill dice, regardless of its Strength Essence Score.

Power in Numbers: The Putty Wrecker gains an Edge on an attack roll against a creature if at least one of the Putty's allies is within 5 feet of the target.

ATTACKS

Hammer Time (Might, blunt weapons): +d8*, Reach (1 Blunt Damage)
Critical Effect: Knock Target Prone

The Putty Wrecker may use the Hammer Time attack with hammers, clubs, maces, and other hand-held blunt weapons.

HANG-UP

Lopsided: The size and weight of the Putty Wrecker's weapon arm causes it to be uneven and lopsided when it moves, granting attacks targeting its Evasion Defense an automatic Edge if originating from more than 10 feet away.

Putty Warriors

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2
MOVEMENT: 30 feet Ground

STRENGTH: 5 **SPEED:** 3
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 15 **EVASION:** 13
WILLPOWER: 11 **CLEVERNESS:** 11

A slight upgrade to the standard Putty Patroller, the Putty Warrior functions in mostly the same fashion as its cavorting counterparts but has one of its hands molded into a studded sphere of a mace or a jagged sword. Less acrobatic and anarchic as their Patroller brethren, Putty Warriors are devoted to inflicting harm first and foremost, and they are often used in conjunction with others when they have been given a specific duty or task to accomplish.

SKILLS

Alertness +d2

Athletics +d4

Initiative +d4

Might (Arm Weapon) +d4*

Performance +d2

Languages: Putty, understands English

PERKS

Power in Numbers: The Putty gains an Edge on an attack roll against a creature if at least one of the Putty's allies is within 5 feet of the target.

Relentless Attacker: The Putty Warrior may consider their d2 skill die result when determining if a successful attack Skill Test is a Critical Success.

ATTACKS

Mace-Hand Strike (Might, arm weapon): +d4*, Reach (1 Blunt Damage)
Critical Effect: Knock Prone

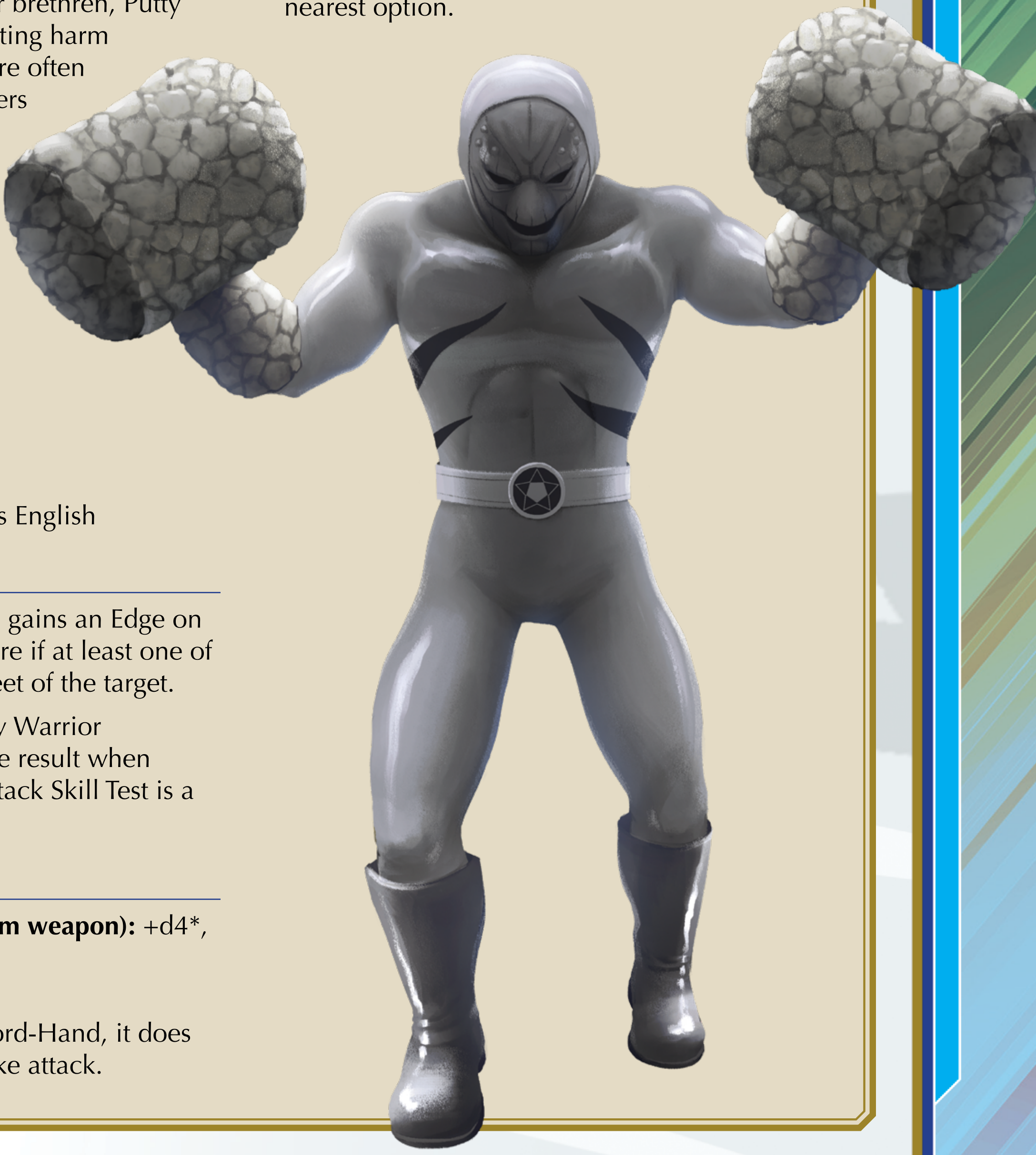
If the Putty Warrior has a Sword-Hand, it does not have the Mace-Hand Strike attack.

Sword-Hand Strike (Might, arm weapon): +d4*, Reach (1 Sharp Damage)
Critical Effect: Reduce Target's Armor Bonus (if any) by 1 for remainder of the combat scene

If the Putty Warrior has a Mace-Hand, it does not have the Sword-Hand Strike attack.

HANG-UP

Overly Aggressive: Putty Warriors are made for combat. It moves directly toward the closest unengaged enemy and attacks it, if possible. If there are multiple options or all enemies are already engaged, they move to the nearest option.



Sabertoothed Tomcat

THREAT LEVEL: 4

SIZE: Large **HEALTH:** 4
MOVEMENT: 40 feet Ground

STRENGTH: 5 **SPEED:** 5
SMARTS: 3 **SOCIAL:** 1

TOUGHNESS: 15 **EVASION:** 15
WILLPOWER: 12 **CLEVERNESS:** 13

Transformed from a back alley tomcat into a monstrous predator from the Eocene Epoch, this long-fanged feline wants little more than a hunk of horsemeat to fill its suddenly-much-larger belly!

SKILLS

Acrobatics +d2

Alertness +d6*

Animal Handling +d2

Brawn +d4

Infiltration (Stealth) +d6*

Initiative +d4

Might (Natural Weapons) +d4*

Survival +d2

Languages: None

PERKS

Feline Instincts: This animal gains an automatic ↑2 dice shift on Alertness and Infiltration (Stealth) Skill Tests (reflected in the stats above).

ATTACKS

Bite (Might, natural weapons): +d4*, Reach (2 Sharp Damage)

Claws (Might, natural weapons): +d4*, Reach x2 (1 Sharp Damage)

Pounce (Might, natural weapons): +d4*, Reach (2 Blunt Damage, Grapple)
In order to Pounce, the Sabertoothed Tomcat must first make a 30 foot jump as it scomplete Move action.

HANG-UP

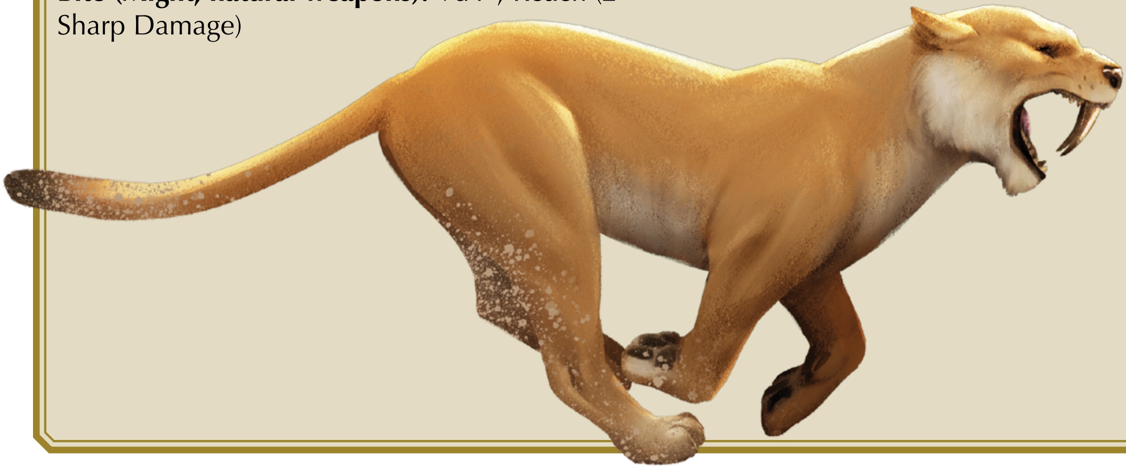
Little Cat in a Big Cat's Body: This predator might seem like a giant monster, but deep down, it still has the mind of an alley cat. Any character may attempt to persuade the sabertoothed tomcat **using the Animal Handling Skill**, targeting its **Cleverness Defense**. Success keeps the animal at bay for one Combat round, a Critical Success turns the beast into a playful ally, and a Fumble refocuses its rage upon the character attempting this persuasion.

When the sabertoothed tomcat Defeats its first Power Ranger, the flash of Morphin Grid energy as they are knocked into their non-Morphed form startles and frightens the beast away.

SPECIAL RULES

If the sabretoothed tomcat is Defeated, the beast gets knocked unconscious. The team can use the energic analyzer to stabilize its temporal shift with a **DIF 10 Technology Skill Test**, turning it back into an alley cat.

If the Power Rangers defeat the sabretoothed tomcat by making it into an ally, they can choose to stabilize the beast (see above) or keep it as an ally in future Combat scenes.



Salvage Specialists

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2
MOVEMENT: 30 feet Ground

STRENGTH: 1 **SPEED:** 1
SMARTS: 6 **SOCIAL:** 2

TOUGHNESS: 12 **EVASION:** 11
WILLPOWER: 16 **CLEVERNESS:** 12

SKILLS

Alertness +d4

Deception +d2

Might +d2

Persuasion +d2

Science +d4

Targeting +d2

Technology +d4

Languages: English, German, Japanese, Spanish

ATTACKS

Shock Stunner (Might, martial arts): +d2, Range 10/30ft (2 Stun Damage)

Unarmed Combat (Might, martial arts): +d2, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

PERKS

Communication Device: Radios connect Salvage Specialists to each other, the driver of their collection van, and whatever company they are working for, allowing them to report what is happening in real time to avoid pesky lawsuits and the like.

Mayoral Writ: As part of a deal made between the many tech companies and City Hall, the salvage teams have almost as much access to scenes within the greater city limits as police officers and forensic specialists. Any Deception or Persuasion Skill Tests to dissuade them from their jobs automatically suffer a Snag.

Wideband Scanner: Salvage Specialists wear a gauntlet-fitted radio and energy scanning device to help them sift out important pieces of technology. When using the device, they have an Edge on all Alertness Skill Tests to locate technological devices.

EQUIPMENT

Wideband Scanner; Shock Stunner, Hazmat Suit (+1 Armor Bonus), Personal Effects (Wealth +d4)

HANG-UP

Still a Civilian: Salvage Specialists are glorified lab techs with permission to work outside company grounds. Anytime the Specialist is attacked, after resolving the attack, roll a d2. If the result is equal to or greater than their remaining Health, they flee from the scene; consider them Defeated.

Scorpina, General of Rita Repulsa's Infantry (Normal Size)

THREAT LEVEL: 10

SIZE: Common **HEALTH:** 11
MOVEMENT: 30 feet Ground

STRENGTH: 5 **SPEED:** 11
SMARTS: 5 **SOCIAL:** 5

TOUGHNESS: 19 **EVASION:** 21
WILLPOWER: 15 **CLEVERNESS:** 15

A lifelong friend and comrade to Rita Repulsa, Scorpina's past is shrouded in sorcery and body modifications. She looks nearly human most of the time, showing only a portion of her arachnoid-bionic augmentations, while her insides are a maze of monstrous, fiendish, biology. So long has she been part of the Repulsa 'family' that she treats Baboo and Squatt like the little brothers she never wanted; always picking on and stinging them playfully.

Scorpina has a secret past that causes her an almost insatiable hatred for anyone donning the mantle of Green Ranger.

SKILLS

Alertness +d4

Acrobatics +d4

Brawn +d2

Conditioning x1

Culture (Occult) +d4

Deception +d6

Finesse (Bladerang) +d6*

Initiative +d2

Intimidation +d6

Persuasion +d4

Targeting (Helm Emissions) +d6*

Languages: Putty, Sirian, Tenga, Understands most Earth-based languages

PERKS

Arachnoid Bionics: Scorpina naturally has Heavy Armor (+4 Toughness).

Summon Forces (1/scene): Once per scene, as a Standard action, Scorpina may summon either 2d6 Putty Patrollers, 2d4 Super Putty Patrollers, 2d4 Tenga Warriors, or a single monster of Threat Level 6 or less.

Super Jumps: Whenever Scorpina chooses to jump as part of her Move action, all determined distances for the jump are actually three times farther than normal.

ATTACKS

Bladerang Slash (Finesse, bladerang): +d6*, Reach x2 (2 Sharp Damage)

Fin-Blade Arc (Targeting): +d6*, Range 30/60ft Multiple (3) Targets (1 Sharp Damage)

Orange Helm Laser (Targeting, helm emissions): +d6*, Range 60/150ft (2 Energy Damage)

Red Helm Laser (Targeting, helm emissions): +d6*, Range 60/150ft Multiple (3) Targets (1 Energy Damage)
Critical Effect: Knock Prone

POWERS

Lightning Blast (1/scene): Once per scene, as a Standard action, Scorpina may unleash a concentrated series of lightning bolts in a 35′ x 35′ area, making a Targeting Skill Test versus the Evasion Defenses of any creature in that area able to dodge out of the way. Those that succeed are moved directly outside the affected area; those who fail suffer 2 Electric Damage.

Predator's Disguise: With a minute to concentrate, Scorpina can adopt the physical appearance of a normal human in order to get close to her prey. This gives her an Edge on all Deception Skill Tests while disguised. A DIF 20 Alertness Skill Test can see through one of her disguises, and when Scorpina suffers any Damage, her disguise reverts to her normal appearance.

Teleporter: As a Move action, Scorpina may instantly teleport to anywhere she can see within 100 feet. She may only perform this action once every other turn.

HANG-UP

Soul of the Dragon: Scorpina has an unknown connection to the dark magics of the Talos Dimension, and it causes her to hunger for magical knowledge and power wherever it can be found and claimed. Once made aware that a mystical or magical resource is available within 500 feet of her location, Scorpina suffers ↓1 on all Skill Tests until she possesses it or it is no longer perceivable to her.

Securi-Cogs

THREAT LEVEL: 4

SIZE: Common **HEALTH:** 4
MOVEMENT: 30 feet Ground

STRENGTH: 6 **SPEED:** 4
SMARTS: 3 **SOCIAL:** 1

TOUGHNESS: 19 **EVASION:** 14
WILLPOWER: 13 **CLEVERNESS:** 11

Heavier and thicker in design than most Red or Silver Cogs, Securi-Cogs are a special kind of prototype fitted for use in prison facilities like the one on Horath-III. Replacing their expert piloting skills and servos with special crystal-tipped mechanomantic stun blasters and the programming to use them, these Machine Empire specialists exist to acquire, capture, and keep prisoners for the prison's special crystal cells and other security needs.

SKILLS

Alertness +d4

Brawn +d6

Initiative +d2

Might +d6

Performance +d2

Targeting (Blasters) +d4*

Technology +d2

Languages: Machine, Recognizes and can broadcast speech in any language

PERKS

Built to Last: Cogs of all varieties gain 3 points to their Toughness due to the dense durability of their construction.

Relentless: Cogs ignore the effects of Stun Damage and automatically spring to their feet when Prone at the cost of a Free action.

ATTACKS

Crystal Stun Blaster (Targeting, blasters): +d4*, Range 20/60ft (1 Stun Damage)
Hands: 1
Traits: Stun

Vice-Like Grip (Might): +d6, Reach (1 Blunt Damage)
Alternate Effects: Grapple

HANG-UP

Cynophobic: Dogs (and other canine species, such as Sirians) react angrily to the mechanomantic emanations that come off of Cog construct warriors, and the result has hardwired a fear and discomfort of canine species in all Cogs. Cogs suffer ↓1 on all Skill Tests made within 30 feet of a dog or other canine species.

Capture Protocols: A Securi-Cog that reduces a Target to 0 Health or successfully Grapples a target impulsively uses their Brawn skill to physically take the captive into the nearest cell or holding facility, regardless if there are other potential Targets to attack.

Silver Horns (Normal Size)

THREAT LEVEL: 7

SIZE: Large **HEALTH:** 9
MOVEMENT: 35 feet Ground

STRENGTH: 10 **SPEED:** 4
SMARTS: 3 **SOCIAL:** 3

TOUGHNESS: 24 **EVASION:** 14
WILLPOWER: 13 **CLEVERNESS:** 13

One of Lord Zedd's future beasts, called upon normally to battle alien enemies, Silver Horns is one of the strongest and most resilient creatures in the tyrant's stable. Arrogant and cruel, Silver Horns chooses easy targets to make his reputation for violence even bigger. Originally created from a small tick, its monster form shell is as hardened as its Texan accent, and in true tick form, it is hard to get rid of!

SKILLS

Alertness (Vision) +d4

Animal Handling +d4

Athletics +d2

Brawn +d6

Conditioning x2

Initiative +d2

Might (Natural Weapons) +d6*

Performance +d2

Targeting (Eye Beams) +d4*

Languages: Can communicate in most Earth-based languages

PERKS

Dense Shell: Silver Horn's metallic shell is thick and durable, granting Resistance to all Blunt Damage, but also counts as Heavy Armor (+4 Armor Bonus to Toughness).

Energy Stealing: If Silver Horn's Claw attacks strike a target, he regains 1 Health automatically.

ATTACKS

Claws (Might, natural weapons): +d6*, Reach (1 Sharp Damage)
Multiple Attacks: After making this Attack, Silver Horns may immediately make a second instance of the same attack.
Additional Effect: Energy Stealing (see below)

Emit Lightning (Targeting, eye beams): +d4*, Range 80/140ft (1 Electric Damage, Blast: 10ft radius)
Critical Effect: Knock Prone

Focused Lightning(Targeting, eye beams): +d4*, Range 30/100ft (2 Electric Damage)
Critical Effect: Knock Prone

POWERS

Lightning Shell (1/scene, Free): Silver Horns can, once per scene as a Free action, wreath his entire body with green lightning that lasts until the beginning of his next turn. While this is active, Silver Horns is immune to Electricity, Energy and Laser Damage.

Putty Creation (1/scene, Free): Once per scene as a Standard action, Silver Horns may open up a portal to the Lunar Palace and summon forth 2d6 Putty Patrollers, 2d4 Z-Putty Patrollers, or 1d4 Super Putties under its control.

HANG-UP

Bully's Arrogance: Silver Horns has a deep mean streak that forces him to focus his violent attentions toward whatever he believes to be the weakest target amongst his enemies. Whenever he attacks a target that does not have the lowest Strength plus Social Essence Score between valid targets, Silver Horns suffers a ↓1 dice shift.

Squatt

THREAT LEVEL: 10

SIZE: Common **HEALTH:** 12
MOVEMENT: 25 feet Ground

STRENGTH: 9 **SPEED:** 6
SMARTS: 5 **SOCIAL:** 6

TOUGHNESS: 23 **EVASION:** 16
WILLPOWER: 15 **CLEVERNESS:** 18

Given to Rita Repulsa as a bribe to avoid her wrath by his parents, Squatt was given his name when the evil mistress openly ridiculed him for being a "squat little thing." Despite being originally from the planet Myrgo, he was raised on the Lunar Palace as one of Rita's most loyal lieutenants. With the help of Finster and the attentive Baboo, the young Squatt was fitted with special life supporting armor that monitors and adjusts the chemical intake from the atmospheres he is subjected to, keeping his bodily defense mutations to a minimum.

Over the decades he has become the closest of friends with Baboo, and the two of them are rarely seen apart. Seeing this as a potential weakness, Lord Zedd orders them on separate missions from time to time, sometimes putting them in tow with Goldar or Rito Revolto – if only to keep the spiky blue hobgoblin properly motivated toward their evil goals.

SKILLS

Alertness +d4

Brawn +d6

Conditioning x2

Culture +d2

Deception +d4

Infiltration +d4

Initiative +d2

Might (Brawling) +d6*

Performance (Jokes) +d4*

Persuasion +d2

Targeting (Blunderbuss) +d4*

Technology +d4

Languages: Myrgoi, Putty, understands most Earth-based languages

PERKS

Armored: Squatt wears a suit of advanced armor that protects him and regulates his life support systems. It counts as Heavy Armor (+4 Armor Bonus).

Horned Skin: Like all native Myrgoi, Squatt's skin is covered in dense, sharp horns and spikes that grow as a defense mechanism when subjected to outside atmospheres, chemical stimuli, or just too much stress. Any being that Fumbles a melee Attack Skill Test against Squatt suffers 1 Sharp Damage in response.

ATTACKS

Belly Bash (Might, brawling): +d6*, Reach (1 Blunt Damage)
Belly Bash requires at least 10 feet of Movement before an Attack and shoves the Target directly away 15 feet, knocking it Prone.

Blunderbuss (Targeting, blunderbuss): +d4*, Range 30/60ft (1 Blunt Damage and 1 Sharp Damage, Blast: 5ft Radius)

Punches and Slams (Might, brawling): +d6*, Reach (1 Blunt Damage or 1 Stun Damage)

POWERS

Coward's Trick: Squatt always has a trick up his sleeve to get away from his enemies and escape to fight another day. This can be a smoke-discharging vent in his armor, bags of foul creatures to nauseate his would-be captors, or most frequently, a one-way teleport node built by his best friend, Baboo. If reduced to 3 or fewer Health, Squatt retreats at least 15 feet from all enemies and utilizes one of these tools to leave the Combat Scene.

HANG-UP

Make Them Proud: Squatt considers himself the adopted son of Rita Repulsa and Lord Zedd, doing whatever he can to look good and avoid being punished in his 'parents' eyes. This often leads Squatt to make foolhardy decisions, act shortsighted, and live by the credo that "It is easier to ask forgiveness than permission" when it comes to his own schemes and machinations.

Steelon, Commander of the Machine Empire

THREAT LEVEL: 8

SIZE: Large **HEALTH:** 8
GROUND MOVEMENT: 40 feet Ground

STRENGTH: 7 **SPEED:** 7
SMARTS: 5 **SOCIAL:** 3

TOUGHNESS: 23 **EVASION:** 17
WILLPOWER: 15 **CLEVERNESS:** 13

As a rising officer of the Machine Empire armed forces, Commander Steelon is in charge of many detachments of Quadrafighters and Cogs. Having served under the Machine Empire aristocracy for generations, Steelon is a cybernetic mechanoid – a biological creature that has been almost fully transformed into a mechanical being. Every time the Empire's enemies manage to defeat Steelon, his consciousness and biological components are returned to a new and better chassis; there is no question why Steelon continues to rise on the Imperial chain of command, and likely continues to do so.

SKILLS

Alertness +d2

Brawn +d6

Initiative +d4

Might (Brawling) +d6*

Persuasion (Leadership) +d4

Science +d4

Targeting (Blasters) +d8*

Technology +d4

Languages: Machine, Understands and can broadcast speech in most Earth-based and other planetary languages

PERKS

Advanced Chassis: Steelon naturally has Ultra-Heavy Armor (+6 Toughness).

Gunslinger: Steelon is known for the speed and accuracy of his nano-blaster attacks. Targets of his nano-blaster attacks cannot use their Evasion Defense when within the closer Reach value of that attack.

ATTACKS

Cybernetic Fists (Might, brawling): +d6*, Reach 10 (1 Blunt Damage)
Alternate Effects: 1 Stun Damage

Nano-Blaster, Single Beam (Targeting, blasters): +d8*, Range 45/90ft (2 Energy Damage)
Critical Effect: Target loses 1 Power until rested
Hands: 1
Traits: Energy

Nano-Blaster, Fractal Setting (Targeting, blasters): +d8*, Range 30/60ft (1 Energy Damage)
Alternate Effects: 2 Energy Damage Multiple (2) Targets (↓1)
Critical Effect: Target loses 1 Power until rested
Hands: 1
Traits: Energy

POWERS

Mechanopathy: Steelon can communicate using broadcast wavelengths beyond simple sounds. He is capable of using Social Skills on and communicating fluently with any sentient mechanical beings within 1 mile, using alternative wavelength-based transmissions.

Self-Repair: Steelon's body is capable of using mechanical components to perform quick repairs in the midst of battle. Once per Combat Scene as a Standard action, Steelon can "consume" a 1 square foot cube equivalent of mechanical parts or scrap (for example, what is left behind when a Cog is destroyed) to instantly repair 2d2 of his own Health.

HANG-UP

Exposed Circuitry: Once Steelon has suffered any Blunt or Sharp Damage, his internal circuitry becomes partially exposed, and he loses his Armor Bonus to Toughness against any kind of Energy or Electric Damage.

Super Putty Patrollers

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3
MOVEMENT: 30 feet Ground

STRENGTH: 6 **SPEED:** 3
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 16 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 11

SKILLS

Acrobatics +d4

Alertness +d4

Athletics +d4

Initiative +d2

Might (Martial Arts) +d6*

Performance +d2

Languages: Putty, understands English

PERKS

Surprise Attack: The Super Putty Patroller gains an Edge on attack rolls against any creature it has surprised.

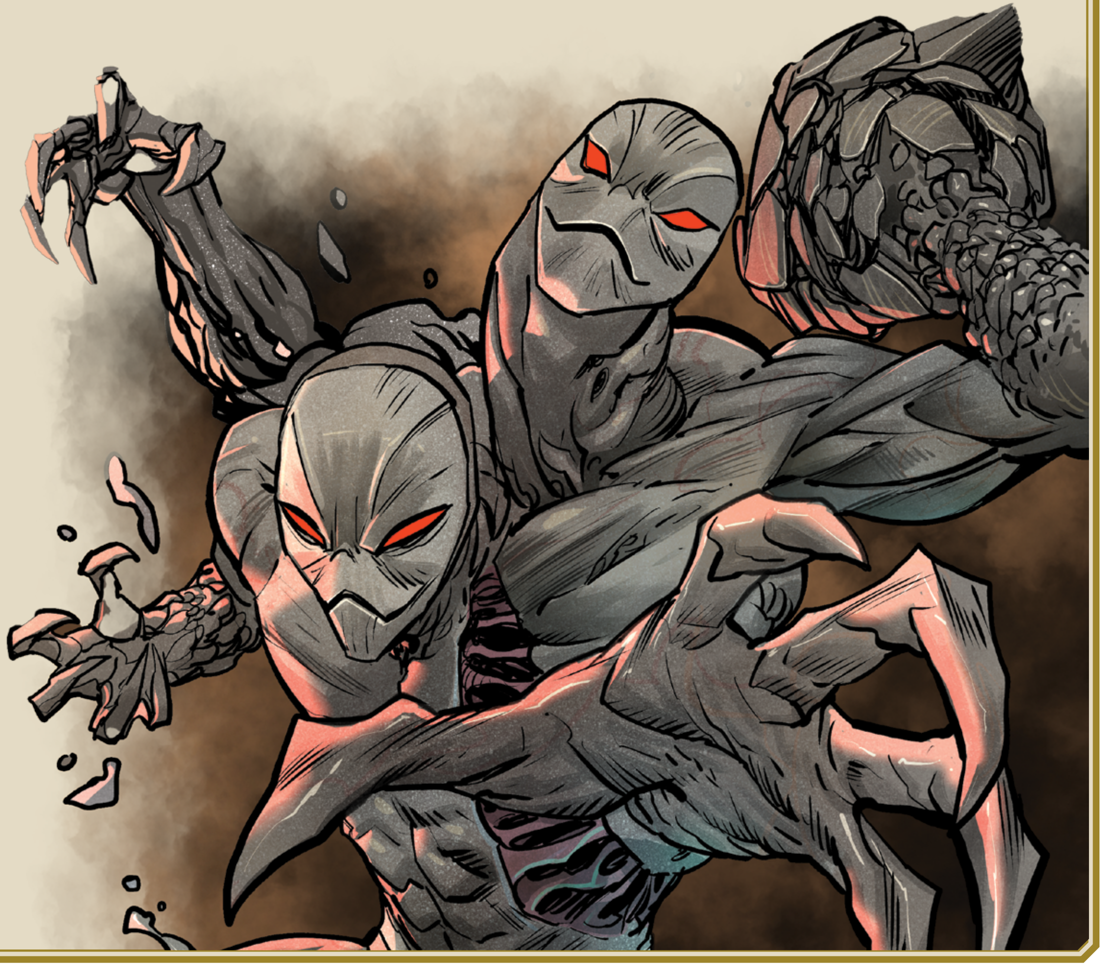
Power in Numbers: The Putty gains Edge on an attack roll against a creature if at least one of the Putty's allies is within 5 feet of the target.

ATTACKS

Unarmed Combat (Might, martial arts): +d4*, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

POWERS

Cleaved in Two: If a Super Putty is Defeated by a weapon with the Sharp trait, it separates into two new Super Putties with 1 Health each.



Triceratops Dinozord (Mechanomantic Polluted)

THREAT LEVEL: 4

SIZE: Extended II **HEALTH:** 7
MOVEMENT: 40 feet Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: – **SOCIAL:** –

TOUGHNESS: 18 **EVASION:** 14
WILLPOWER: – **CLEVERNESS:** –

This Triceratops Dinozord at Threat Level 6 is the equivalent of a Level 12 Zord and has been polluted and isn't able to use all of its normal Zord functions. Due to the energy pollution within the Zord, it has lost its targeting ability and cannot be called in the usual fashion.

SKILLS

Brawn +d4

Conditioning x3

Driving (Autopilot) +d4

Initiative +d4

Might +d4

SPECIAL ZORD FEATURES

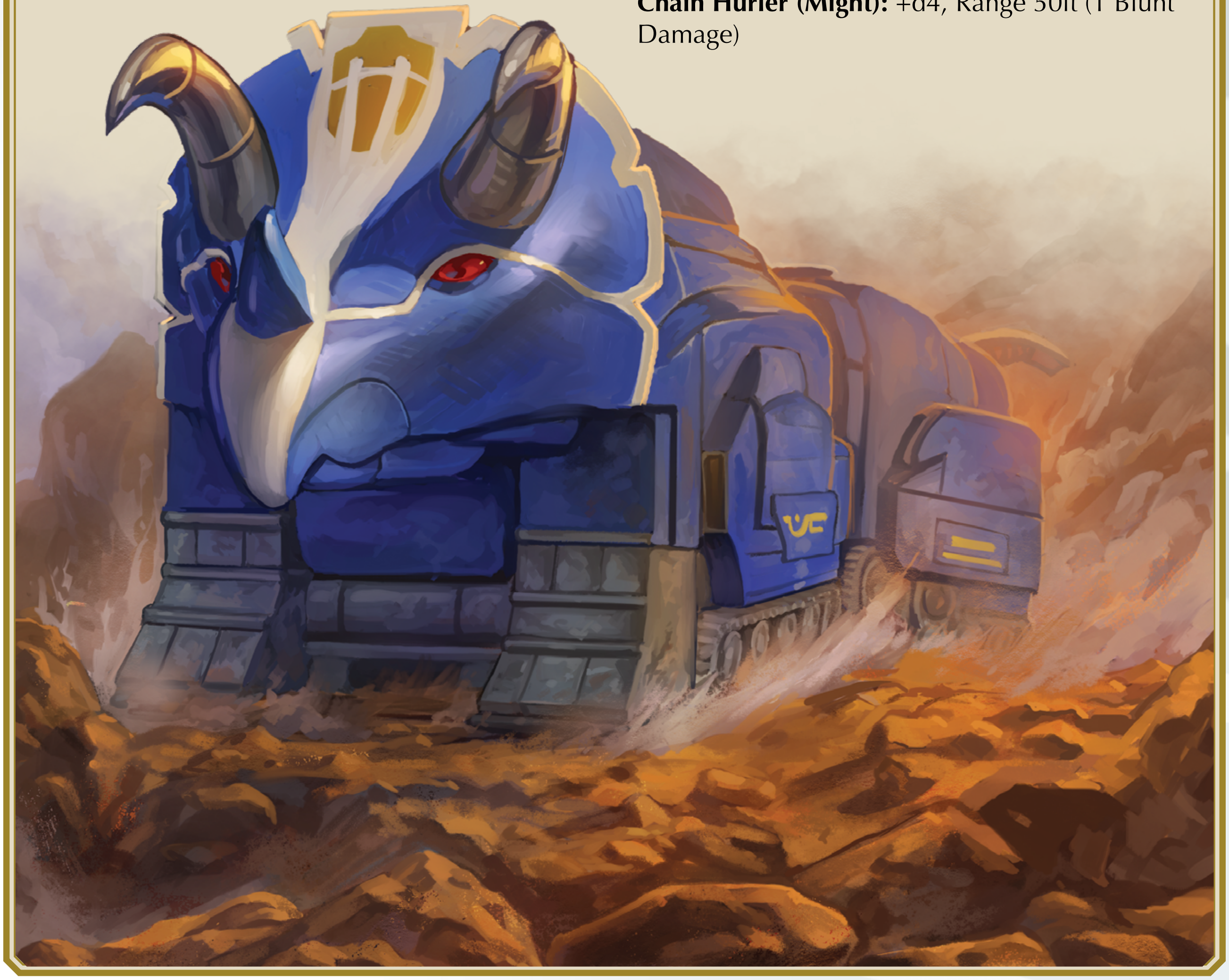
Additional Attack Type: Targeting, disabled
Enhance: Tail Cannons

ATTACKS

Horns (Might): +d4, Reach (2 Sharp Damage)

Tail Cannons (Targeting): Snag, Range 50/120ft (2 Energy Damage)

Chain Hurler (Might): +d4, Range 50ft (1 Blunt Damage)



Warden Automon, Machine Empire Officer (Normal Size)

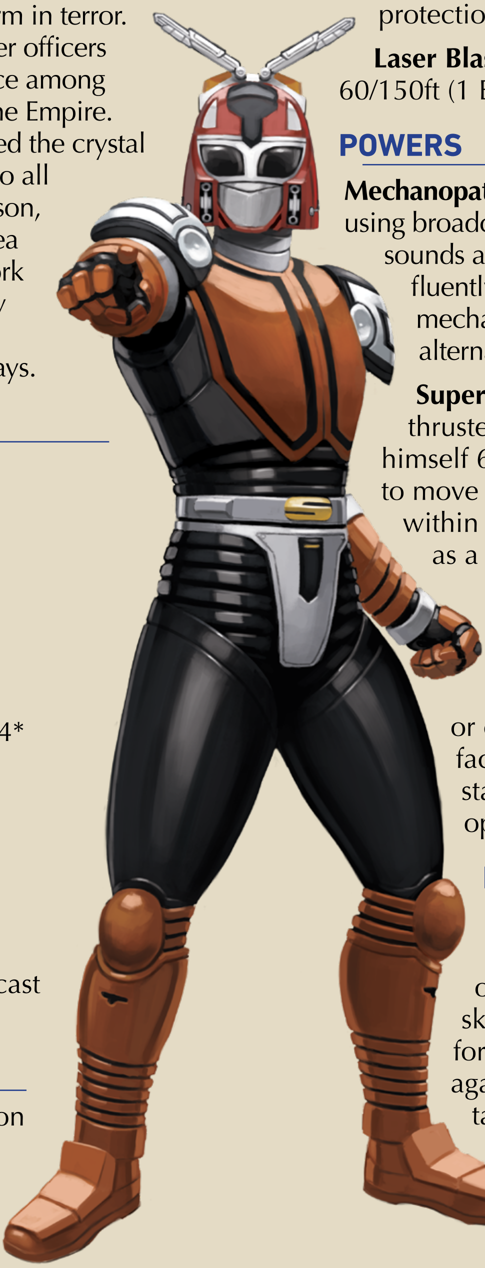
THREAT LEVEL: 8

SIZE: Large **HEALTH:** 8
MOVEMENT: 35 feet Ground

STRENGTH: 5 **SPEED:** 9
SMARTS: 4 **SOCIAL:** 4

TOUGHNESS: 19 **EVASION:** 19
WILLPOWER: 14 **CLEVERNESS:** 14

Originally an expert at vehicularand terror tactics, Automon is an expert swordsman and a sophisticated mechanoid that enjoys seeing his foes run and squirm in terror. He is allied with several other officers and continues to have a place among the rising stars in the Machine Empire. Automon found and unlocked the crystal control rod that keys him into all of the facets of the Prism Prison, and he came up with the idea of using the crystal latticework of Horath-III to create energy waves that would help the Machine Empire in many ways.



SKILLS

Alertness +d2

Brawn +d2

Finesse (Swords) +d6*

Initiative +d4

Intimidation +d2

Might +d6

Persuasion (Leadership) +d4*

Science +d2

Streetwise +d2

Targeting (Lasers) +d4*

Technology +d4

Languages: Machine, Recognizes and can broadcast speech in any language

PERKS

Advanced Chassis: Automon naturally has Heavy Armor (+4 Toughness).

Duelist: Automon is a practiced and accomplished swordsman. Targets of his fractal longsword attacks cannot use their Evasion Defense unless they are currently equipped with a melee weapon.

ATTACKS

Cybernetic Fists (Might): +d6, Reach (1 Blunt Damage)
Alternate Effects: 1 Stun Damage

Fractal Longsword (Finesse, swords): +d6*, Reach x2 (2 Sharp Damage)
Critical Effect: Destroys up to 2 points of Armor protection

Laser Blast (Targeting, lasers): +d4*, Range 60/150ft (1 Energy Damage)

POWERS

Mechanopathy: Automon can communicate using broadcast wavelengths beyond simple sounds and is capable of communicating fluently using Social skills on any sentient mechanical beings within 1 mile using alternative wavelength-based transmissions.

Super Leap: Automon's mechanoid thrusters make him capable of launching himself 60 feet into the air without having to move first, additionally landing anywhere within 60 feet of his original position – all as a Move action.

Warden Control Rod: As a Free action, Warden Automon can activate or deactivate any Prism Prison device or alternatively open or close any doorway within a prison facility. If the device is broken, all stasis chains deactivate, and all doors open immediately.

HANG-UP

Have At Thee!: Automon relishes the chance to fight someone one-on-one to show off his sword fighting skills. If he is already in attack range for his fractal longsword attacks against a target, he doesn't leave that target to take on a more tactically sound foe – he simply tries to strike down this current "nuisance."

Warden Automon, Machine Empire Officer (Grown Size)

THREAT LEVEL: 11

SIZE: Towering **HEALTH:** 11
MOVEMENT: 35 feet Ground

STRENGTH: 7 **SPEED:** 11
SMARTS: 6 **SOCIAL:** 4

TOUGHNESS: 21 **EVASION:** 21
WILLPOWER: 16 **CLEVERNESS:** 16

SKILLS

Alertness +d4

Brawn +d2

Finesse (Swords) +d8*

Initiative +d6

Intimidation +d4

Might +d8

Persuasion (Leadership) +d6

Science +d2

Streetwise +d2

Targeting (Lasers) +d6*

Technology +d6

Languages: Machine, Recognizes and can broadcast speech in any language

PERKS

Advanced Chassis: Automon naturally has Heavy Armor (+4 Toughness).

Duelist: Automon is a practiced and accomplished swordsman. Targets of his fractal longsword attacks cannot use their Evasion Defense unless they are currently equipped with a melee weapon.

Wounded Pride: Anything that inflicts at least 1 Damage upon Automon earns his wrath on his next attack, drawing his attack, if possible, which gains a situational bonus of a ↑1 dice shift.

ATTACKS

Cybernetic Fists (Might): +d8, Reach (1 Blunt Damage) Alternate Effects: 1 Stun Damage

Fractal Longsword (Finesse, swords): +d8*, Reach x2 (2 Sharp Damage)

Critical Effect: Destroys up to 2 points of Armor protection

Laser Blast (Targeting, lasers): +d6*, Range 80/250ft (1 Energy Damage)

Laser Shower (Targeting, lasers): +d6*, Range 100ft, 15ft radius (1 Energy Damage)

POWERS

Mechanopathy: Automon can communicate using broadcast wavelengths beyond simple sounds and is capable of communicating fluently using Social skills on any sentient mechanical beings within 1 mile using alternative wavelength-based transmissions.

HANG-UP

This Is Not My Future!: Automon has seen his own name amongst the generals of the Machine Empire in the not-so-distant future, and he doesn't allow that future to be altered by circumstance. If reduced to 3 or fewer Health he flees combat using a personal teleporter built into his chassis.

If he is near his prison, Automon sets the prison's self-destruct sequence before fleeing the scene.

Weaveworm

THREAT LEVEL: 6

SIZE: Large **HEALTH:** 6
MOVEMENT: 40 feet Ground

STRENGTH: 8 **SPEED:** 5
SMARTS: 4 **SOCIAL:** 1

TOUGHNESS: 18 **EVASION:** 15
WILLPOWER: 14 **CLEVERNESS:** 11

Yet another horrible creation of dark genius Finster, the Weaveworm melds the most aggressive and dangerous aspects of many insects into a hostile and combative web-spewing creature.

SKILLS

Alertness (Perception) +d8

Animal Handling +d2

Brawn +d4

Conditioning x2

Initiative +d2

Might (Natural Weapons) +d6*

Survival +d4

Targeting (Powers) +d6*

Languages: English, Putty

PERKS

Sticky Feet: The Weaveworm is not impeded by any kind of solid surface and can use Ground Movement normally on vertical surfaces, including upside down.

ATTACKS

Insectoid Punch (Might, natural weapons): +d6*; Reach (1 Blunt Damage)

Six Arm Punchapede (Might, natural weapons): +d6*; Reach (3 Blunt Damage, Push 10ft)

Weaveworm focuses on a single Target, grabbing the Target and pulling them into a bear-hug with its longer limbs while it delivers a series of powerful rapid punches to the Target's body. The Target is then pushed away 10 feet. The next attack to strike Weaveworm after this attack does so with an Edge.

Web Weaving (Targeting, powers): +d6*, Range 30/60ft (Grapple, Area of Effect: 5ft Radius)

Weaveworm sprays a pink webbing rom its maw that is powerful enough to encase a Targets within a 10ft by 10ft area in a web-like cocoon, rendering them Paralyzed until cut free by an outside force. The cocoon is resistant to Blunt Damage and has Toughness 12 and 2 Health. A Grappled creature inside the cocoon can free itself with a successful DIF 20 Brawn Skill Test. A damaged cocoon grants an Edge to this Skill Test.

POWERS

Burrow (2/Scene, Move Action): Weaveworm can burrow into the earth at high speed, reappearing along with any equipment it is wearing or carrying up to 120 feet to any unoccupied area it can rise out of the ground from. It often does this to change Targets or unleash its Web Weave.

Healing Cocoon (1/Scene): Weaveworm can spend all of its actions in a single round to Cocoon itself, wrapping itself in very strong pink webbing. This Cocoon has 16 Toughness and 4 Health. No damage done to it gets through to Weaveworm until it is first destroyed by bringing the cocoon's health to zero. At the beginning of Weaveworm's next turn, it emerges from an undefeated cocoon healed by 4 Health (up to its maximum).

HANG-UP

Underbaked: This version of Finster's Weaveworm isn't fully "finished" and therefore has no access to its giant form. Finster makes note of this version's inadequacies to not make that mistake again.

Wolfbane Beta (Normal Size)

THREAT LEVEL: 7

SIZE: Large **HEALTH:** 8
MOVEMENT: 30 feet Ground, 60 feet Aerial

STRENGTH: 10 **SPEED:** 5
SMARTS: 3 **SOCIAL:** 2

TOUGHNESS: 20 **EVASION:** 15
WILLPOWER: 13 **CLEVERNESS:** 12

Wolfbane is the first success in a long line of ‘lupoid’ cybernetic experiments performed by the insidious Klank & Orbus, leading mechanomantic scientists within the Machine Empire. The Wolfbane monster is technically crafted from a mutated variant of Sirian, the canine aliens from Sirius that include Goldar and the bounty hunter Dayne, but filled with a number of mechanical and cybernetic augmentations, including all of the behavioral control programming suites and inhibitors the Machine Empire’s officers use to control the violent beast. He is still booting up, giving him access to his Beta Protocols.

SKILLS

Alertness (Smell) +d4

Athletics +d4

Brawn +d6

Conditioning x1

Initiative +d4

Might (Natural Weapons) +d6*

Performance +d4

Targeting (Energy Projections) +d4*

Languages: Can communicate in most Earth-based languages

PERKS

Regeneration: The biological parts of Wolfbane benefit from enhanced healing nanites contained within its cybernetics. Once per combat round, Wolfbane may expend a Standard action to regenerate 1 lost Health.

ATTACKS

Claws, Horns, or Bite (Might, natural weapons): +d6*, Reach (1 Sharp Damage)
Multiple Attacks: After making this Attack, Wolfbane may immediately make a second instance of the attack of a different type
Critical Effect: Attack Target an additional time.

Fireball Spit (Targeting, energy projections): +d4*, Range 10/20ft (1 Fire Damage, Blast: 5ft radius)

Horn Energy Blasts (Targeting, energy projections): +d4*, Range 15/30ft (1 Energy Damage)

POWERS

Grid Teleportation: For the cost of 1 Health and a Move action, Wolfbane may force itself into the Morphin Grid’s energy streams and leap out once again anywhere within 500 feet and line of sight. Wolfbane may not take any living being(s) with him when he uses Grid Teleportation, and his turn ends after he appears.

Wavelength .042 Howl: Wolfbane’s augmented vocal chords are capable of emitting a specific wavelengths of sonic vibrations when it howls. As a Move action, Wolfbane may howl the following effect in a 45 foot radius:

.042 All living beings in the area of effect suffer a ↓1 dice shift on all actions until the beginning of Wolfbane’s next turn.

HANG-UP

Animal Instinct: Wolfbane is a predatory creature, and unless its Machine Empire implants and cybernetics are programmed with specific rules of engagement, its desire to be the strongest creature in any circumstance takes precedence. Unless it has been ordered or programmed by an officer in the Machine Empire, Wolfbane always targets its attacks upon the enemy with the most Health.

Wolfbane Beta (Grown Size)

THREAT LEVEL: 10

SIZE: Gigantic **HEALTH:** 12
MOVEMENT: 45 feet Ground

STRENGTH: 12 **SPEED:** 7
SMARTS: 4 **SOCIAL:** 3

TOUGHNESS: 22 **EVASION:** 17
WILLPOWER: 14 **CLEVERNESS:** 13

Pushed to the limit by unsuspecting magic from Rita Repulsa, Wolfbane is larger than life! While he has become tougher and stronger, many of his systems are still offline, allowing the Rangers a leg up in the situation.

SKILLS

Alertness (Smell) +d6

Athletics +d6

Brawn +d6

Conditioning x2

Initiative +d4

Might (Natural Weapons) +d6*

Performance +d6

Targeting (Breath Weapon) +d6*

Targeting (Energy Projections) +d6*

Languages: Can communicate in most Earth-based languages

PERKS

Hardened Flesh: Wolfbane's biological flesh has hardened, granting Resistance to all Energy Damage.

Regeneration: The biological parts of Wolfbane benefit from enhanced healing nanites contained within its cybernetics. Once per combat round, Wolfbane may expend a Standard action to regenerate 1 lost Health.

ATTACKS

Claws, Horns, or Bite (Might, natural weapons): +d6*, Reach (2 Sharp Damage)
Multiple Attacks: After making this Attack, Wolfbane may immediately make a second instance of the attack of a different type
Critical Effect: Deals an additional 1 Sharp Damage

Fireball Breath (Targeting, breath weapon): +d6*, Range 70/120ft (1 Fire Damage, Blast: 10ft radius)
Horn Energy Blasts (Targeting, energy projections): +d6*, Range 100/300ft (2 Energy Damage)

Fumble Effect: If any of the Skill Dice show a 1, Wolfbane takes 1 Energy Damage from the feedback.

POWERS

Wavelength: .042 Howl: Wolfbane's augmented vocal chords are capable of emitting a specific wavelengths of sonic vibrations when it howls. As a Move action, Wolfbane may howl the following effect in a 60 foot radius:

.042 All living beings in the area of effect suffer a ↓1 dice shift on all actions until the beginning of Wolfbane's next turn.

Rushing Charge: Wolfbane may use a Move action to move at least 50 feet directly toward a target of at least Gigantic size or larger, finishing the move within Wolfbane's natural Reach. Wolfbane may immediately use a Standard action to make a Might (Natural Weapons) attack that deals 2 Sharp Damage and knocks the target Prone.

HANG-UP

Random Access Bloodlust: Wolfbane's natural instincts toward violence and bloodshed are still apparent but are affected by the boot-up sequence of his Machine Empire implants. Because this causes him to be unfocused, Wolfbane always attacks a new Target on each turn.

Z Putty Patrollers

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2
MOVEMENT: 30 feet Ground

STRENGTH: 3 **SPEED:** 4
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 15 **EVASION:** 14
WILLPOWER: 12 **CLEVERNESS:** 11

Z Putties are hardened and skilled versions of Putty Patrollers, made when Lord Zedd applied his alien sorcery directly to collected amounts of Finster's monster-matic clay. This created slightly more intelligent foot soldiers to wield against the various Champions of the Morphin Grid that stand between him and total galactic domination.

SKILLS

Acrobatics +d4

Alertness +d4

Deception +d2

Initiative +d4

Might (Martial Arts) +d4*

Languages: Putty, understands English

PERKS

Armored Body: The Z Putty's body manifests a hardened shell/mantle of sorts that is more dense and durable than normal Monster-Matic clay. This gives them the equivalent of Medium Armor (+2 Armor Bonus).

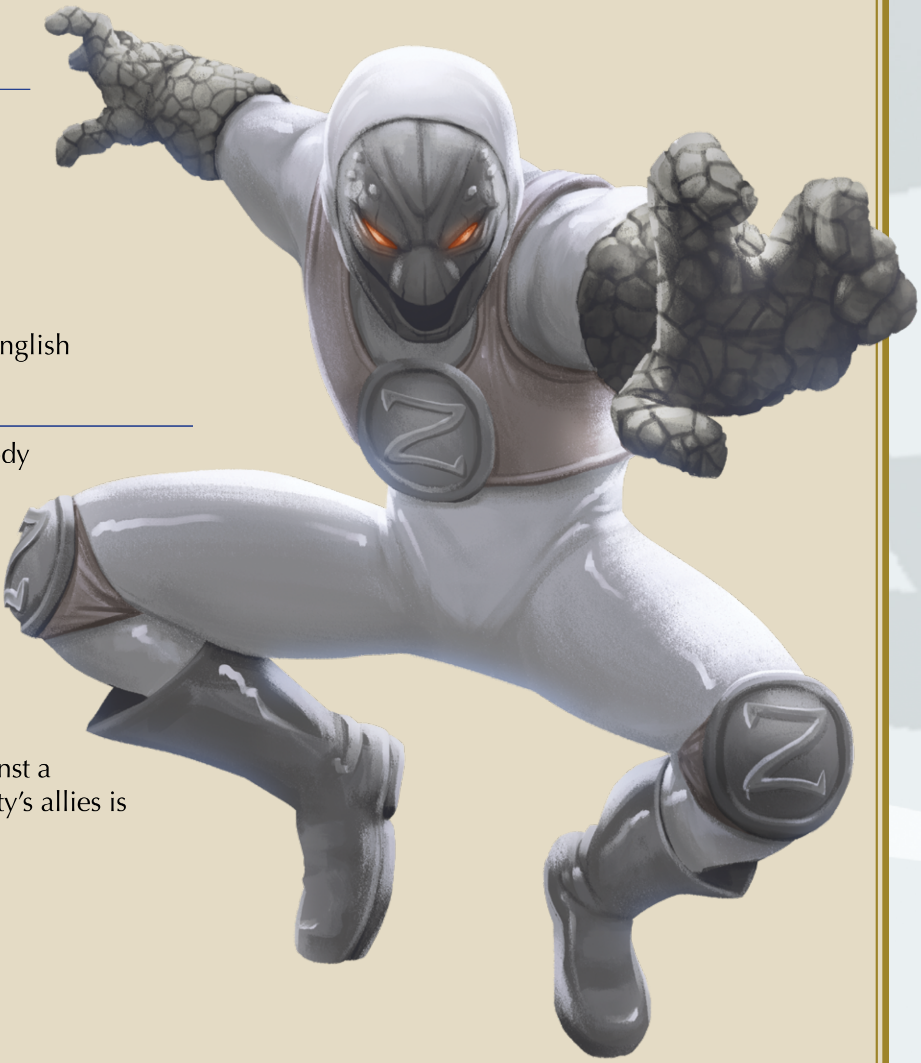
Power in Numbers: The Z Putty gains Edge on an attack roll against a creature if at least one of the Putty's allies is within 5 feet of the target.

ATTACKS

Unarmed Combat (Might, martial arts): +d4*, Reach (1 Stun Damage)
Alternate Effects: 1 Blunt Damage (↓1)
Traits: Stun, Blunt

HANG-UP

Zedd's Sigil: Lord Zedd empowers these Putties through his 'Z' mark on their central body. Any hit made against a Z Putty that exceeds its Evasion by more than 10 strikes the mark and releases their core energy, exploding it on impact.



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